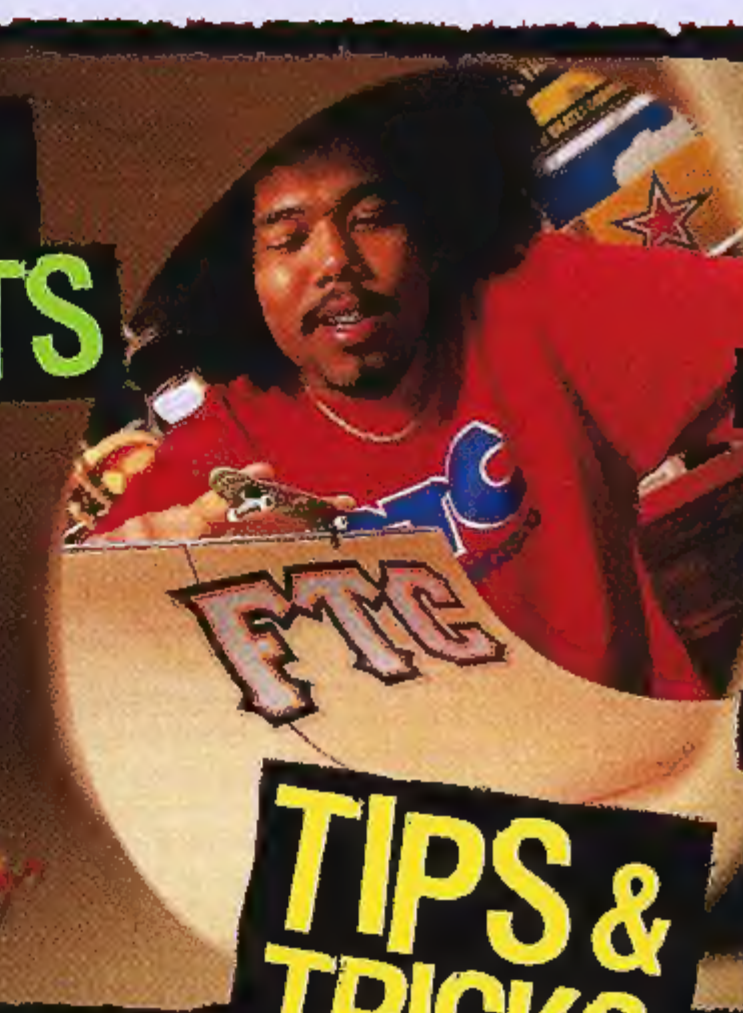


POCKET GAMER

YOUR GUIDE TO GAMES ON THE GO!

PLUS!
FINGER SPORTS



>MINI SK8

>MINI SNO

>MINI BMX

TIPS & TRICKS

EXCLUSIVE!

X-MEN

FIRST LOOK AT THE GAME & MOVIE

POKÉMON GOLD & SILVER



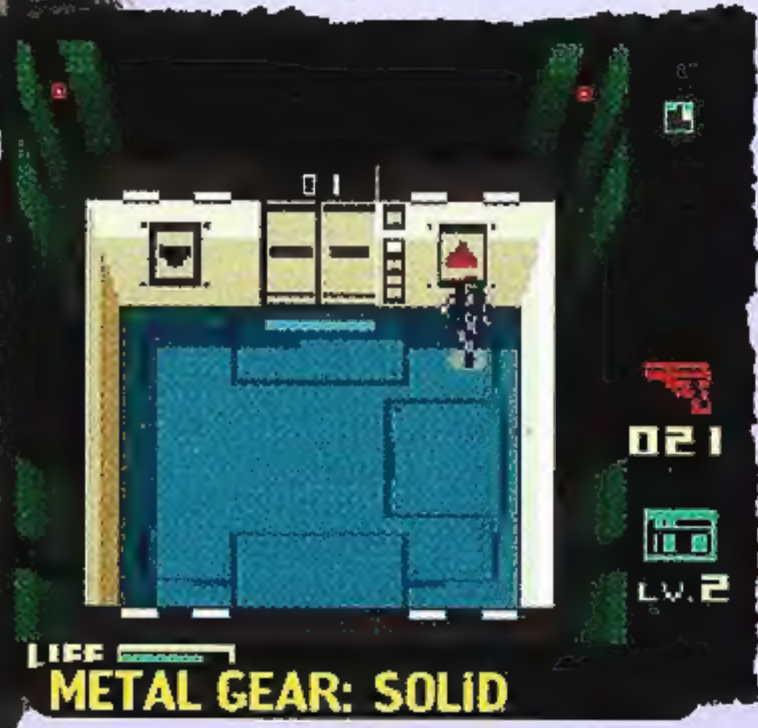
100 NEW POKÉMON REVEALED!

METAL GEAR SOLVED

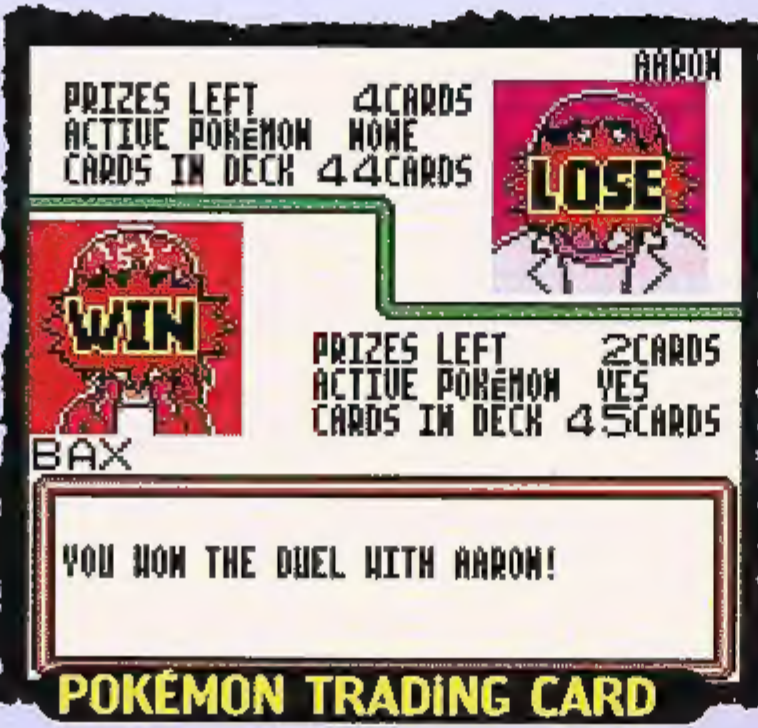
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POCKET ADVENTURE[™]






"OK, which one o' you bums
gots Logan's Game Boy?"

THE X-MEN COMETH!

An exclusive first look at the *X-Men*
movie and Game Boy Color game.

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"Fingerboarding is not a crime!"

FINGER SPORTS

Amaze your friends with the coolest
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and snowboards.

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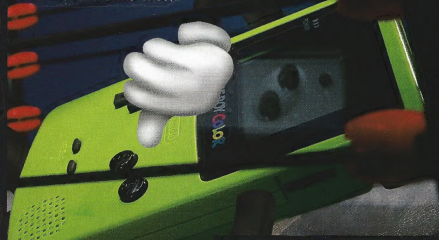
STRATEGY

We break the hottest games on Game Boy
wide open and reveal all they have to offer.
We'll help stack the deck in your favor in
Pokémon Trading Card, expose
Lara Croft in *Tomb Raider*,
watch Snake crush Metal Gear,
and help you take Rayman to
the top. Plus more codes than
you have pockets.



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"Game Boy's down for the count! Is this the end??"



GAME BOY vs. NEOGEO
SNK challenges Nintendo for the title belt. Who wins and why.

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POKÉMON GOLD & SILVER

Oh God! They're here! 100 more Pokémon and we've got a look at 'em all! See what the game is all about and meet the new 'mon!



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Game Boy's come a long way... See how far.

GAME ON!

Whether you're cooped up in the backseat of a car during a six-hour drive on the way to your vacation destination or trapped at your grandmother's house while you wait for Sunday dinner, videogames are the perfect distraction. And there's no better way to get your fix than a handheld gaming machine. In just a matter of seconds, you can whip it out of your pocket, and BAM! You're gamin' baby!

And there's no better time to be a pocket gamer than now. Need proof? Then check out *X-Men*, coming this summer to the Game Boy Color and a theater near you. We've got the exclusive first look at the game and the movie right here. Or check out *Metal Gear: Solid*, a massive game that brings the PlayStation experience to Game Boy on a miniature scale. And we've got a massive amount of coverage for it, 14 pages of strategy alone! Want more? How about *Tomb Raider*? Or what could easily be the biggest game of the year - *Pokémon Gold & Silver*! Plus, we've got exclusive coverage on the next generation of handheld systems too, including Game Boy Advance and WonderSwan. Both promise to keep gamers busy with better graphics and better overall gaming experiences.

Then there's the spunky little NeoGeo. It's a challenger to the Game Boy's throne. But can it beat the defending champ? We find out who can walk the walk and talk the talk when we put the two systems toe-to-toe in "Hand-to-Hand Combat!"

It's all here, in the very first issue of *Pocket Gamer!* We're your guide to games on the go! Now get goin'! We've got some games to play!

Vince

Vince Matthews
Editor-in-Chief

NEW GEAR

A LOOK INTO THE FUTURE OF GAME BOY GAMING

Game Boy Next Generation

Hardcore pocket gamers have been anticipating the release of the next-generation Game Boy system for eleven years. Called the Game Boy Advance, this 32-bit powerhouse was supposed to be released in the U.S. in Fall 2000. Unfortunately, we won't be seeing this awesome piece of machinery until late 2001. With the suc-

cess of Pokémon and the extraordinary sales of the Game Boy Color, Nintendo's attitude is why fix what isn't broken so we'll have to wait another year. For those of you who want the inside scoop, we've included specs of the new system. Just one peek at these specs and you'll realize how amazing the new features of the Game Boy

Advance are. For those gamers who remember the SNES, the Advance promises to be twice as powerful, offering elements of gameplay previously only found on full-size consoles. Here's a sneak peek at the handheld of the future...

How They Stack Up: Game Boy Color Vs. Game Boy Advance

GAME BOY ADVANCE SPECS:

- 32-bit RISC CPU w/embedded memory: Double the memory of the NES means that games like *Mario Kart* are possible
- 2.9" TFT reflective screen: Similar to HDTV sets and movie theater screens
- 65,535 possible colors with 511 simultaneous colors: Every color of the rainbow and all the ones in between
- Multichannel digital sound: CD quality sound enhances sound effects on all games
- 240x160 resolution: Improved resolution equals sharper graphics and richer colors
- Size (mm) 135w x 80h x 25d
- Weight 140g
- Powered by 2 AA batteries
- Software media: Cartridge (GB Color compatible)
- Four action buttons, a D pad, start, select and two shoulder buttons.
- Dolphin link
- Internet, mobile phone link

GAME BOY COLOR SPECS:

- 8-bit z80 CPU
- 2.3" TFT reflective screen
- 32,000 possible colors
- 56 simultaneous colors
- 160x140 resolution
- Size (mm) 75w x 133h x 27d
- Weight 138g
- Powered by 2 AA batteries
- Software media: Cartridge



The Games

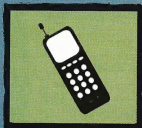
Nintendo leapfrogged the 32-bit CPU with a 64-bit brain for its console. The Game Boy Advance puts one in your pocket. The graphics and sound of a 32-bit system are a

quantum leap from the 8-bit CPU of the GBC. Let's look at some Super Nintendo classics for an idea on how this awesome system will play.

Cell Phone and Link Technology

LINKING UP

With the ability to link to the Dolphin and link to a mobile cell phone, players can trade game information like saved games and characters.



Racing Games

SUPER MARIO KART

Possibly one of the best console multiplayer games of all time, *Super Mario Kart* offered hours of head-to-head gaming excitement. With the larger screen of the GBA, head-to-head multiplayer games should be a cinch.



Game Boy Genealogy

Game Boy Advance is the latest, well, 'advance' in the long line of Nintendo's popular handheld game systems. Pocket Gamer traces its lineage back to the earliest days of 8-bit...

1980



▶ GAME & WATCH MID 1980'S

One of Nintendo's earliest forays into the handheld domain, the Game & Watch devices were palm-size, single-game 'systems' with an LCD display, not unlike the numerous LCD games manufactured by companies such as Tiger Electronics today. Various designs were available, and all featured a clock and hefty metal construction. Popular Nintendo franchises like *Mario Bros.*, *Donkey Kong* (shown), and *The Legend of Zelda* all made early appearances as Game & Watch games.



▶ GAME BOY 1989

The monochromatic Game Boy was the first widely accepted portable system to use games stored on cartridges. In its original form – an easily blurred silvery/yellow-green screen and bulky gray housing – it looks a lot like a portable John when compared to today's slick, compact Game Boy Color design. It has sold some 70 million units worldwide, with much of the machine's early success being attributed to a game called *Tetris*.



▶ GAME BOY POCKET 1997

Same tested technology, sleek new design. Introduced in a cool brushed aluminum style casing, the Game Boy Pocket featured an enhanced version of the original Game Boy display that was less prone to blurring and a new power system that made for a longer running time than its predecessor with only two AA batteries.



▶ GAME BOY POCKET COLORS 1997

Technically identical to the Game Boy Pocket, these new models were introduced to add flavor to the product line. Colors include banana yellow, strawberry red, berry blue, transparent (shown), and green.



▶ GAME BOY COLOR 1999

Utilizing a new full-color display and extended battery life technology, the Game Boy Color marked a turning point in the handheld's history. Capable of displaying 56 simultaneous colors and running for 20 continuous hours on two AA batteries, the system offers full compatibility with older black and white software as well and games created specifically for its color display. New technological advances are being created all the time, and in the coming months will enable the GBC to display more than a hundred colors on static screens, play back tape quality voices, and near CD quality music.

2000

What Will It Look Like?

Nintendo hasn't released the Game Boy Advance, but we have a few mock-ups of what the future may look like.



1. This model may be the most conservative of the bunch. It doesn't incorporate any of the ergonomic design that the others feature, but the D-pad and buttons have the trademark Nintendo look.

2. Finger friendly and futuristically sleek, this unit would be a joy to hold and own, the smooth curve really make it look like design was in mind.

3. A more relaxed version of the red model. This unit is sleek, and has rounded edges, but has a more simple design.

4. A clear case version of the previous design. This model shows the inner workings of the Game Boy Advance.

Adventure Games

SUPER MARIO WORLD

A massive side-scrolling classic filled with some of the most detailed landscapes and challenging levels of any console game. With Game Boy Advance games will be just as big.



RPG

FINAL FANTASY

Imagine playing an RPG like Final Fantasy over the Internet. You could chat with friends, in a true RPG environment. With the Game Boy Advance, broadband gaming like this should become a reality.



WonderSwan

The Game Boy Advance isn't the only new handheld pocket gamers can look forward to, it's also been rumored that a machine made by Bandai (and already available in Japan) is making its way to the U.S. courtesy of Mattel Electronics. The gadget is called WonderSwan, and we tested a black-and-white version sent to us from Bandai.

It's doubtful the monochrome unit will make it to the States though. Instead, a newer, color version is more likely to be released here. The machine features crystal-clear graphics and currently is the only handheld on which you can play a Pokémon-killer called Digimon. In fact, the machine we tested was in a special Digimon bundle. Here's an exclusive first look.

WonderSwan: Up Close and Personal



*actual size



WONDERSWAN* SPECS:

Hardware Manufacturer: Bandai
CPU: 16-bit 3.072 MHz processor
Display: 224 x 144
Power: 1 AAA battery
Battery Time: 40 hours on alkaline batteries
Dimension: 121mm (W) x 74.3mm (H)
Weight: 4 oz.



1. WonderSwan in Japanese packaging. 2. One of the coolest features of the WonderSwan is its unique controller. Depending on the game, the unit can be played horizontally or vertically, even flipped over for play by lefties. Very neat.

Pokémon Killer

OK, so are you sick and tired of those @*%! Pokémon!? Well, only you can stop them by supporting the Pokémon-killer - Digimon! Digimon entered the handheld world with a Pokémon-like adventure that feature hard-hitting Digi-battles from the cartoon series. Just like Pokémon, players collect, train, and fight Digimon. These digital monsters can also morph into more powerful monsters with mech-like abilities.



Digivice hooked up to a WonderSwan.

This bundle, available only in Japan, comes with a WonderSwan and the Digimon game. 1. Ash wannabe, Tai, raises Digimon. 2. A cut scene from Digimon Adventure shows two Digimon preparing to fight.



WonderSwan Games

While the WonderSwan doesn't have as many games on the market as the Game Boy Color, Bandai has purchased the rights to several popular handheld titles. From *Tekken* to *Digimon*, there's a title for every taste.



CHOCOBO'S MYSTERIOUS DUNGEONS

Bandai purchased the rights from Square to port this popular RPG to the WonderSwan. With great sound and graphics, *Chocobo* translates well on the small, black-and-white screen.



TEKKEN CARD GAME

This Pokémon-like card game brings the exciting battles of the *Tekken* fighter series to the WonderSwan. With 18 secret characters to find, you can also battle friends through the link cable.



GUN PEY

To play this addictive puzzle game, you'll have to turn the WonderSwan vertically. To complete the puzzle, maneuver blocks to form a line across the screen.



PUZZLE BOBBLE

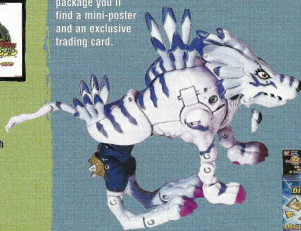
Played vertically, *Puzzle Bobble* for the WonderSwan retains the classic gameplay that fans of the series have come to expect.

Digimon Toys

Of course, what would a videogame be without the accompanying toys and other licensed products.

DIGIVOLVING GARURUMON AND GREYMON

These transformable action figures bring the exciting world of the *Digimon* cartoon to your toy box. The Garurumon (left) digivolves into WereGarurumon while the Greymon digivolves into MetalGreymon. Inside each package you'll find a mini-poster and an exclusive trading card.



DIGI-BATTLE CARD GAME

Like the *Pokémon Trading Card Game*, this card set from Upper Deck features the *Digimon* and the seven kids.



DIGIVICE

Think Pokédex, but not quite. These little gadgets are used by the main characters to digivolve their *Digimon*.



DIGIMON TAMAGOTCHI

Digimon have been around for a long time. This *Digimon* keychain quickly followed *Tamagotchi* and first introduced *Digimon* to gamers.

SERIES 1 MAGNAANGEMON MINI-SKATEBOARD

With bindings included, you can strap the powerful *MagnaAngemon* to this awesome keychain fingerboard.

Meet the Digimon

The *Digimon* adventure begins when seven kids, away at summer camp, are suddenly transported to the digital world of File Island. The lone inhabitants on this strange island are Digimon or Digital Monsters. Alone and confused, the kids befriend a group of friendly Digimon, who help them try to find their way home. A group of evil Digimon also lives on the island and often attacks the kids. But with their Digivice, the

kids can Digivolve their good Digimon into powerful guardians.



MIMI

A self-absorbed "Daddy's little princess," Mimi can often get too wrapped up in herself to the point where she doesn't realize what's happening. Although she's quite ditzy, Mimi has a sweet, caring side to her. Mimi's Digimon partner: Togemon

JOE

The worrywart of the group, Joe believes that if anything can go wrong it will. Always panicky, Joe is teased by others because of his worrying ways. Joe's Digimon partner: Ikkakumon

Meet the Kids of Digimon



1. IZZY

This computer whiz is an expert with anything to do with technology. He's so focused on his own thoughts that he often doesn't realize the danger around him. Izzy's Digimon partner: Tentamon

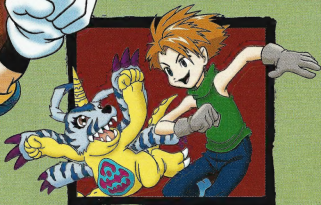
2. T.K.

The youngest member of the group, T.K. is a sweet, generous kid. T.K. strives to impress his older brother, Matt. T.K.'s Digimon partner: Patamon

3. SORA

Sora is the mature, responsible member of the group. Instead of joining Tai on his dangerous adventures, she watches over the others.

Sora's Digimon partner: Blyomon



MATT

Always wanting to do things his own way, Matt has a rebellious attitude that makes him seem as if he's "too cool" to listen to others. When dealing with his little brother, T.K., his sensitive, caring side often comes out. Matt's Digimon partner: Gabumon

TAI

Tai is the leader of the group whose reckless courage sometimes gets him in trouble. Adventurous and athletic, he strives to inspire the others to reach their digi-destinies.

Tai's Digimon partner: Greymon



The Evil Digimon



DEVIMON

As the evil ruler of the bad Digimon, Devimon uses his vast power to control the entire Digiworld. He uses black gears to control good Digimon.



ETEMON

Thinking that he's a rock 'n' roll legend, Etemon tries to use his music and Dark Network to destroy the heroes and their good Digimon.



KUWAGAMON

This frightening insect Digimon is so strong that he can easily snap logs and steel poles in one fell swoop.

PLAY ME

Song Boy – The Gadget Nintendo Doesn't Want You to See

Do you ever wonder what kind of videogame machines and gadgets get developed but never make it to the market? Well, that may be the case with a gadget that *Pocket Gamer* has an exclusive look at, the Song Boy.

The gizmo is the brainchild of Ron Jones, a Silicon Valley entrepreneur, who thought it would be a great idea to turn your Game Boy into an MP3 music player. Basically, MP3s are compressed sound files that sound almost as good as your regular CDs. And because the files are so small, they're easy to put on and download (for free, in most cases) from the Internet.

But Nintendo has ordered Mr. Jones to stop development and production of the gadget. They claim the Song Boy infringes on the Game Boy copyright and that using the Song Boy name violates Nintendo's U.S. patents for its

Game Boy security system and music generation technology (patents 5,134,391 and 5,095,798).

Why would Nintendo want to keep this cool piece of gear out of the hands of Game Boy owners? Well, it's possible that Nintendo already has a music device in development for Game Boy, but unlikely. It's more likely that Nintendo wants a piece of Song Boy's pie. You see, Song Boy is an unlicensed product, and Nintendo makes money off each licensed product that's sold.

Song Boy was originally scheduled for a May 1st release and was intended to retail for \$79.95, less than half of what normal MP3 players sell for. Sadly though, Game Boy owners will probably never see it. *Pocket Gamer* gives you your first, and possibly, only look at the product.

As music plays, the Song Boy shows the artist's album cover and liner notes. We were demoed a Christina Aguilera song, *Genie in a Bottle*, which sounded pretty good.



Gamers can only hope that Nintendo will include this technology on the upcoming Game Boy Advance. If not, then the only other option for mobile MP3 fans is to purchase one of the more expensive, portable MP3 players.



This plastic shell, used as a production model, was the closest thing to a finished product that we saw. Notice the buttons, which allow users to fast forward through music, just like a portable CD or cassette music player.

What You'll Never See, What You'll Never Hear



The Song Boy will allow you to download music, comics and other neat stuff directly from the website. Here's what you could get...

THE MENU

This intuitive menu let music fans and gamers scroll through MP3 files, comics, golf lessons, and advertisers.



COMICS

Instead of reading comics in the newspaper, the Song Boy would have allowed gamers to download them off of their website.



GOLF LESSONS

Although you can barely make this screen out, the Song Boy website planned on having downloadable golf tutorials for beginning to advance golfers.



SPONSOR SCREENS

Song Boy planned on including advertising from companies such as The Gap and Toys R Us to accompany the downloaded tunes.



GAME BOY GAMES INDEX

We REVIEW and PREVIEW dozens of new and upcoming Game Boy titles. Here's an at-a-glance listing of where you can read all about 'em.



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"Swing over to page 15 and check out my new Game Boy game."



THE "GAME" EVERY HUNTER WANTS TO BAG

Radica puts the thrill of the hunt in the palm of your hand

You hear the grunts and growls of your prey as you track it. You check weather conditions and the wind direction. You set your sights and move in for the shot. But this is no hunting trip—it's your living room. With Radica's electronic hand-held games, you'll swear it's the real thing.



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PREVIEWS

THE HOTTEST GAMES OF TOMORROW, HERE TODAY

The Legend of Zelda: Tri-Force Series

Easily one of the most anticipated Game Boy games this year, *The Legend of Zelda: The Tale of Power* marks Link's long-awaited return to the Game Boy. Developed under the watchful eye of Capcom R&D chief, Yoshiaki Okamoto, *Tale of Power* follows Link as he sets off another Hyrulian adventure. The game retains the alternate universe system introduced in the Super Nintendo blockbuster *A Link to the Past*, and also introduces a new magical item, the Rod of Four Seasons.

The story begins as the evil Ganon kidnaps Princess Zelda along with the Tri-Force of Power, which the Princess uses to manage the four seasons and Link, sets out to rescue her. To stop Link from foiling his plan, Ganon splits the Tri-Force in eight pieces, and spreads them throughout the world. The Rod of the Four Seasons is also taken from its home in Hyrule Castle and hidden by Ganon in another dimension. Once Link finds this device, he'll be able to use it to solve certain riddles that appear in the game.

The quest also introduces two new characters. The first, a friendly, but oversized Kangaroo named Ricky. When Link hops into his pouch, he'll be able to do things he otherwise couldn't like jump or punch out enemies. The second is a witch named Maple, who unexpectedly crashes into Link on her broomstick.

The game is the first in a planned three-game trilogy, all of which will feature a Link System, that will allow gamers to be able to start in any of the three games from the series and not get lost in the different storylines. The games will also be linked so actions that take place in other stories will affect other games and vice-versa.



Here's a look at the logo for the game in Japan, where it's called *Legend of Zelda: The Mysterious Acom*.

THE SERIES: *Tale of Power* features changing seasons. The next release, *The Tale of Wisdom*, features a color theme. So the various events and quests are based on colors. Capping off the trilogy, is *The Tale of Courage*, which features themes and events based on time.



1. Link meets Maple. 2. Taking a ride with his new friend Ricky. 3. 4. It's the same area, but the seasons have changed. 5. Link wrestles a bear for a free ride.

Pocket Preview
PUB: NINTENDO
DEV: NINTENDO/FLACSHIP
GENRE: ADVENTURE
ANTICIPATION HIGH

Zelda Through the Ages

We take a look back to Link's previous adventures. He's come a long way since 1986, when Link first appeared on the scene in *The Legend of Zelda*.

Game and Watch Mini-Screen

The Legend of Zelda: Link's Awakening

The Legend of Zelda DX

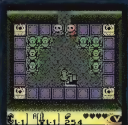


1987 Nintendo's popular Game & Watch LCD handheld. In it, Link traveled through progressively harder dungeons on a mission to battle a giant, fire-breathing dragon.



1993 Link's first outing on Game Boy. The story takes place immediately after the events of *A Link to the Past*. In it, our hero washes ashore on a mysterious island and sets off to return the eight Instruments of the Sirens, which had been stolen by nightmares.

1999 *Zelda DX* is the full-color remake of *The Legend of Zelda: Link's Awakening*.



Spider-Man

"Spider-Man, Spider-Man, does what ever a spider can, spins a web any size, catches thieves just like flies, look out here comes the Spiderman." And the webhead is coming to a Game Boy Color near you.

In a traditional side-scrolling action game, Spidey jumps, runs, and swings his way through a dozen-plus levels of adventure. Gamers will face Spidey's usual archenemies like Electro, the Sandman, Dr. Octopus, and Venom (all and-level bosses), traversing exciting comic-book locales along the way. Players will also be able to perform all of Spider-Man's amazing abilities, like webslinging and wall-crawling.

During a recent visit to Activision, Pocket Gamer was lucky enough to get a sneak peek at the game and snagged these exclusive screens. As you can see, the game looks great and should more than satisfy Game Boy owners hungry for Spidey's crime-fighting antics. The game is expected later this summer.



1. Spidey faces off with an end-level boss, none other than the infamous Venom.
2. "I've really got to get a car..."
3. The web-head wraps up another crime.

Pocket Preview

PUB: ACTIVISION
DEV: VICARIOUS VISIONS
GENRE: ACTION

ANTICIPATION
HIGH

Pokémon Attack

Nintendo will be adding another Pokémon game to the already growing list of popular Pokémon titles, when the company launches a puzzle game featuring Pikachu and friends. The game is a crossword-like puzzler, where players use Pokémon names to complete Tetris-like playfields.



Pocket GT

Get out your driving gloves and grab your Game Boys because *Pocket GT* is coming from Interplay this summer. Developed by M2TO, this game features realistic cars and lots of courses.



T-TEX

T-TEX brings first-person shooters to the Game Boy Color for the first time. Players blast fearsome dinosaurs in Doom-like mazes in the one-player mode and deathmatches are offered by a two-player mode with the link cable. Looking good, Eidos!



The guts to any good shooter is the game engine. Here's a peek at *T-TEX*'s...



Ronaldo V-Soccer

Infogrames brings soccer to the Game Boy Color this summer with *Ronaldo V-Soccer*. With over a hundred teams, configurable tactics and formations, and great graphics, this cart has it all!



Wacky Races



Wacky Races hits the Game Boy Color this summer courtesy of Infogrames. Featuring Hanna Barbera's '70s cartoon characters, Dick Dastardly, Mutliey, Penelope Pitstop and the rest of the zany crew, *Wacky Races* promises crazy cartoon racing fun.

Test Drive Le Mans



Test Drive Le Mans, coming this summer from Infogrames, simulates the real-world conditions of the 24-hour race, including unpredictable weather and car maintenance.

Test Drive Cycles



Real bikes, real tracks, real speed. *Test Drive Cycles*, due out this summer from Infogrames, delivers all the thrills and spills of motorcycle racing for your Game Boy with the well-known *Test Drive* license.

Dragon's Lair

Digital Eclipse and Rick Dyer, the original designer of *Dragon's Lair*, are porting the laser-disc classic to the Game Boy Color. The cartridge plans to keep the entire quest intact and a first look at what has been done confirms this ambitious plan. Dirk the Daring's never looked smaller, but, man, he looks as good as ever.

Perfect Dark

Nintendo plans to keep Game Boy gamers happy all year long. And later this year those same gamers will get a handheld conversion of the N64 blockbuster *Perfect Dark*.

While the gameplay won't look like the N64 version, the story will remain basically the same. Players assume the role of Joanna Dark, a sexy secret agent who must complete seven missions in order to

stop a criminal enterprise involved in an illegal cyborg manufacturing plant. The story is conveyed with full-motion video cut-scenes that really push the Game Boy Color to its limits. Gameplay also benefits from a skewed overhead perspective that changes into a first-person point-of-view in certain situations. Besides the one-player story mode, two-player deathmatches will also be possible through the link cable.



1. "It'll untie you, but first you have to promise that you'll clean up this shack you call a house." 2. Joanna tracks down the DataDyne conspiracy. 3. *Perfect Dark* takes Joanna on a trip through Europe—minus a tour guide.

Pocket Preview

PUR: NINTENDO
DEV: RARE
GENRE: ACTION

ANTICIPATION
HIGH

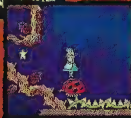
Disney's Alice in Wonderland

Developed by Digital Eclipse, *Alice in Wonderland* is a side-scrolling platformer based on Disney's classic 'toon. Following the storyline of the film, the game mixes action with puzzle elements and features areas modeled after scenes from the movie. Levels like Down the

Rabbit Hole and Mad Tea Party feature familiar characters and lush, colorful graphics. Finally, there's also a two-player mode where gamers play hide-and-seek. Alice is expected in stores sometime early this summer.



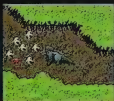
1. Check out the babe in the woods.
2. Alice takes a trip down rabbit's hole. God knows what she'll find...



POCKET PREVIEW
 PUB: DISNEY
 DEV: DIGITAL ECLIPSE
 GENRE: ADVENTURE
ANTICIPATION HIGH

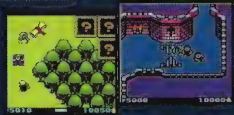
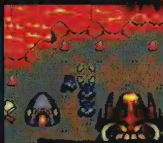
Disney's Dinosaur

Only you can save the dinosaurs from extinction. This action puzzler from Disney and Ubi Soft ties in with the awesome upcoming Disney flick, *Dinosaurs*. You're the orphan dino, Atador, leading his self-made clan of prehistoric creatures. You'll have to help your group escape raining volcano fires, rescue stranded babies, and battle carnivorous enemies.



Warlockd

The first Game Boy real-time strategy game from the great minds at Nintendo. In it, you control wizards or other races of fighter as they struggle for survival, while players are transported to this fantasy land that features vast landscapes of grasslands, forests, deserts, and frigid snowscapes – all displayed with vivid graphics and animations.



Crystalis

Classic NES games are continuing to be ported to the Game Boy Color. Another NES oldie, *Crystalis*, continues this tradition. If you're an RPG fanatic, you'll remember the game. If not, it's basically a top-down, hack-and-slash RPG adventure that takes place in a post-apocalyptic world where a terrible war has wiped out almost the entire human race. You must battle and defeat mutated animals and other enemies to save the world.

But instead of just porting the original version, Nintendo has slightly updated the game to enhance gameplay and to make the story more understandable. These changes include new cut-scenes and audio changes that freshen gameplay. Fans of the original will appreciate that the top-down perspective remains along with real-time sword battles. This old classic will be a great addition to the Game Boy Color line-up.



POCKET PREVIEW
 PUB: NINTENDO
 DEV: NINTENDO
 GENRE: ADVENTURE
ANTICIPATION HIGH

1. Look at those graphics! 8-bit games never looked so, or so tiny... 2. "Men aren't welcome?!" What's this a Mary Kay convention?" 3. "Another town, another bar. Got milk?"

MTV Sports: Freestyle BMX



MTV Sports: Freestyle BMX takes the hottest action sport around and puts it on the hottest handheld around. Test your BMX skills on tons of tracks with six different BMX riders.

MTV Sports: Skateboarding

Skateboarding is not a crime and *MTV Sports: Skateboarding* proves it. As one of 20 skaters, you can skate your way to the top of the rankings.



Power Rangers Lightspeed Rescue

Assume the role of your favorite Power Ranger and save the world from wacky rampaging monsters.



Rugrats in Paris—The Movie

Based on the movie, this is another Game Boy adventure that features those lovable *Rugrats* babies. The game plays out over 15 huge levels that all take place in the City of Lights. The goal? The lil' ones take a romp through Euro ReptarLand to fix Stu's Robotic Reptar. Hidden bonus levels too.



Scooby-Doo

Join Scooby and the gang as hop into the Mystery Machine and take on more than 20 huge levels. This time the caper involves helping find the culprits of a series of jewelry robberies.



Rugrats: Totally Angelica

Another *Rugrats* title, this all-new Game Boy Color game is made just for girls and features all the stereotypical points of interests for little girls: clothes, shoes, make up, and kitchen activities.



Wario Land 3

The evil portlier Mario clone is back in this sequel to the hugely popular *Wario Land 2*. The game begins with Wario finding a magic music box that sucks him inside. To escape, Wario must find four treasure chests and five music boxes in each of the 25

stages. The gameplay is reminiscent of other *Wario Land* games—side-scrolling action—but this time round, *Wario Land 3* will feature character power-ups and special events that make the game uniquely new.



1. Wario is up to his old tricks. Hey, stop that snickering, you sneaky monkey. 2. Maybe if you laid off the half dozen doughnuts for breakfast and lost a few pounds, collecting those power-ups wouldn't be such a pain. 3. Wario has a hot time on GBC.

Pocket Preview

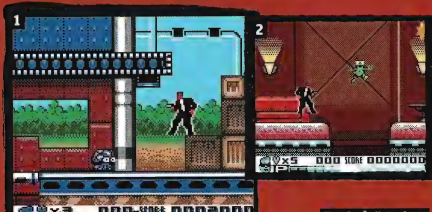
PUB: NINTENDO
DEV: NINTENDO
GENRE: ADVENTURE

ANTICIPATION
HIGH

MIB 2

Get ready to chase down unruly aliens in the sequel to the original Men in Black Game Boy game. Hopefully, *MIB 2* will solve the problems that plagued the original: uninspiring story-line, poor gameplay, and so-so graphics. In this version, also based on the animated series, you play as either Agent J or Agent

K. You'll battle strange-looking aliens that have invaded a number of different locales, including Manhattan, the MIB-headquarters, and the forest. While we don't expect much from this game, fans of the license should rejoice to hear that another MIB Game Boy title is on the way.



1. Mulder and the X-Files may have a feature film, but a Game Boy Color game? 2. "Not so fast you little runt, we've got a dance number to do in five minutes."
3. Side-scrolling MIB mayhem.

Pocket Preview

DEV: CRAVE
DEV: DAVID E. PALMER
GENRE: ACTION

ANTICIPATION
MED

Muppets

Sure it's another side-scrolling action excursion, but this time the starring characters are the Muppets. As the game begins, you can control a number of Muppet characters who set out to find Fozzie, Miss Piggy, Gonzo, and other Muppets that have been sent back in time by Beaker and the other crazy Muppet scientists. Graphically, the game looks very impressive, with nice big sprites and smooth animations. Plus, cool animated cut scenes, special appearances by other Muppet characters like the Swedish Chef and the voices of the Muppets round out the presentation.



Muppets on a mission.



1. "I travel all this way through time, only to forget my barbecue."
2. Animal takes a dive head first into the dirt.
3. "Animal wonder if bird taste like chicken?"

Pocket Preview

DEV: ROCKSTAR
DEV: TARANTULA STUDIOS
GENRE: ADVENTURE

ANTICIPATION
MED

Triple Play 2001

Play ball! *Triple Play 2001* delivers all the action of a highlight reel to the palm of your hand. Play as your favorite Major League Baseball team and hit it out of the park like Jose Canseco.



Star Wars: Yoda Stories

A conversion of the PC game of the same name. In *Star Wars: Yoda Stories*, you'll assume the role of Luke Skywalker as he trains to become a Jedi Master under Yoda.



Titus the Fox

Titus the Fox must rescue his girlfriend, Foxy, from the evil clutches of Sultan Raby. With 17 huge levels to explore, finding her won't be easy. To help the fox, another player can assume the role of his cousin Zorro and partner with the Nintendo game link.



Austin Powers

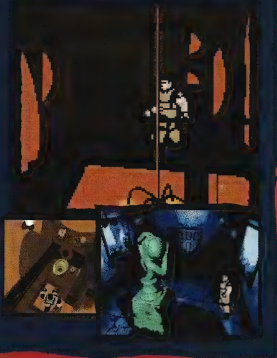
Coming to the Game Boy Color this summer. While the game features characters from both hit movies, the game will not follow either storylines. "Does that make you horny baby?"



AUSTIN POWERS

DOA: Resident Evil Killed

The winner for greatest game you'll never see? *Resident Evil*. Developed by Capcom, the game promised to be an immersive action/adventure experience just like the PlayStation version. Unfortunately, when the early versions didn't live up to this high standard, the title was killed. It's too bad. The early screens showed how ambitious the project really was. Just look at it. Giant character sprites, rendered backgrounds, you can't believe it's a Game Boy game! But it's dead. That's right. The geniuses behind *Resident Evil* decided to off what could have been one of the most engrossing handheld experiences since you first played *Tetris*.



Spring 2000

Fifa 2000
Mega Man 5
Monster Rancher Battle Card GB
NBA in the Zone 2000
NFL Live 2000
NFL Blitz 2000
NHL Blades of Steel 2000
NHL 2000
Rocky Mountain Trophy Hunter
Suzuki All-Star Extreme Racing
Winnie the Pooh

Summer 2000

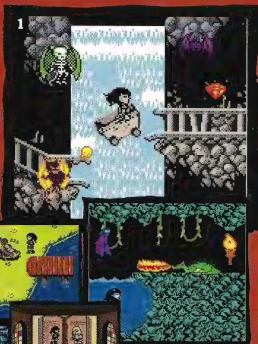
Harvest Moon 2
Heroes of Might and Magic
Legend of the River King 2
San Francisco Rush

Future

Daikatana Adventure
Donkey Kong Country
The Little Mermaid 2

Xena

In this epic action adventure game, Xena finds herself trapped in her own nightmare. The adventure (played from a side-scrolling and top-down perspectives) has Xena on a quest to escape Morpheus's kingdom. She must defeat and send back to hell the evil Daphnis. With sixteen adventures, you'll meet a variety of creatures, such as elves, centaurs, and mermaids. Gamers can also kick mythological butt with Xena's favorite weapon: the Mycenes' Sword. This game also has a special feature that allows you to swap information with the upcoming Hercules Game Boy Color game. By doing this, you open new areas of the game.



Pocket preview

PUB: TITUS
DEV: TITUS
GENRE: ACTION

ANTICIPATION
MED

1. It's a known fact that mine cart minigames make all games better. 2. Xena creeps up on the locals. 3. Nothing like a swim to refresh the soul.

Hercules

Hercules, the legendary son of Zeus (and syndicated TV jock), must journey to save Mt. Olympus from Ares' evil threat. With six major quests to tackle, you'll travel from Olympus to the watery home of Poseidon and back. Each mission will challenge your Herculean will and strength with a variety of enemies and obstacles. And, as mentioned, allow you to transfer information to the Xena Game Boy Color game and unlock hidden areas.



1. "Oh wow. I thought the Grateful Dead stopped touring when Jerry died..." 2. Herc accidentally wanders onto the set of the upcoming Disney Dinosaur flick.

Pocket preview

PUB: TITUS
DEV: TITUS
GENRE: ACTION

ANTICIPATION
MED



COMPLETELY ADDICTIVE, DECEPTIVELY SIMPLE,
OUTRAGEOUSLY GOOFOY!

EVERYONE
E
CONTENT RATED BY
ESRB

MAGICAL TETRIS CHALLENGE™



Three modes of play: Quest Mode, Game Collection Mode and 2-Player Mode

Features 6 different versions of Tetris

GAME BOY
COLOR

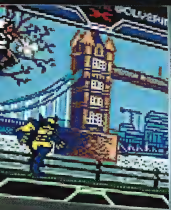
CAPCOM
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JOIN DISNEY'S MICKEY, DONALD AND GOOFOY AS THEY EMBARK ON A NON-STOP ADVENTURE FULL OF CHALLENGING FUN AND EXCITEMENT. COMPLETELY ADDICTIVE, DECEPTIVELY SIMPLE, YOU'LL GO WILD IN A KALEIDOSCOPIC SHOWER OF FALLING TETRIS PIECES.



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X-TRAORDINARY X-MEN



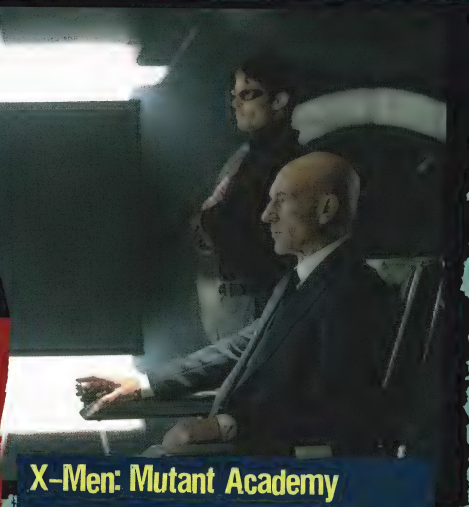
The X-Men Cometh

For the first time ever, the most successful comic book of all time comes to the Game Boy Color, and to the big screen, happy meals, trading cards, and toy shelves all over the country. It's a merchandising invasion of epic proportions and it's all for Marvel's legendary X-MEN!

First up, the movie (in development in one way or another for more than five years, it promises to be one of the hottest motion picture properties this year. While the new GBC game (partially based on the upcoming film) promises to be the hottest Game Boy game this summer.

The movie will take moviegoers on a classic X-Men adventure as Professor X (played by Patrick Stewart from *Star Trek: The Next Generation*) assembles a team of mutants called the X-Men to save the world. The GBC game, *X-Men: Mutant Academy*, lets you train as one of your favorite mutants, then fight X-Men and mutant enemies in single- or multiplayer one-on-one battles. For fans of the X-Men, this summer, X marks the spot!

After surviving on movie trailers for what seemed like months on end, we had to get something more for our X-Men fix. So we hopped a plane to L.A. for an exclusive behind-the-scenes look at the game. Since we were in the area, we figured we would swing by the movie studio and take a peek at the movie, too.



X-Men: Mutant Academy



PUBLISHER: ACTIVISION
DEVELOPER: ACTIVISION
GENRE: ACTION/ADVENTURE

Our first stop, Activision, the publishers of *X-Men: Mutant Academy*. Here we got a chance to sit down and play the game firsthand, here's the scoop:

Activision
GUEST

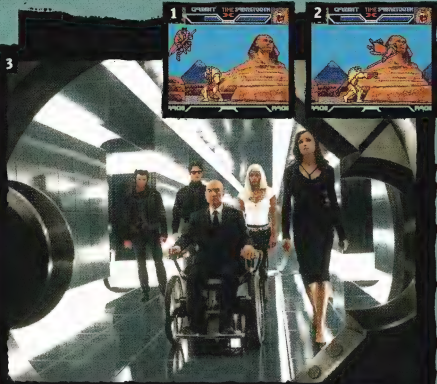
GAME FEATURES:

- Fight as one of 11 different X-Men or evil mutant (hidden characters too!): Wolverine, Cyclops, Gambit, Storm, Apocalypse, Phoenix, Mystique, Magneto, Toad, Pyro, and Sabretooth.
- Five different ways to play including Training Mode, Arcade Mode, Team Battle, Survival, and Versus (classic two-player fighting mode).
- Gamers get the total X-Men experience.

X-Men: Mutant Academy features true-to-the-comic character costumes and mutant powers. Fight your way through the other X-Men before the final showdown with the evil Apocalypse.



INSIDE THE DANGER ROOM:



3. A group of people, including Cyclops in a wheelchair, walking through a futuristic hallway. 4. Close-up of Cyclops and Wolverine. 5. Cyclops sitting in a wheelchair in a futuristic hallway. 6. Arcade game interface showing Cyclops and Storm in a medieval setting. The top of the screen displays '6 CHALLENGE TIME STORM' and 'VS.' on the right.



THE GAME

X-Men: Mutant Academy captures the essence of what X-Men are born to do: fight. But this game isn't just another fighter. No sir, the folks at Activision have gone out of their way to add depth and playability to the game.

CONTROLS

One of the neat things about the game is how it plays. For example, the game has been programmed to respond to how hard or light you press the Game Boy buttons. If you press the button soft and slow, then you'll have a soft punch or kick, press it fast and hard and you'll get off a hard punch or kick.

SPECIAL MOVES



In addition to just punching and kicking, characters also have special moves. These moves are executed using a special Rage Meter that players build up during a fight to perform a special move.

Cyclops for example can shoot optic blasts of energy, and Storm has special lightning attacks. As with most fighting games, each character can also string attacks together for combos.

GRAPHICS



A variety of exotic *X-Men* comic-book locales serve as backdrops for each battle. When we saw an earlier version of the game, some of these same areas had both day and night scenarios.



The action is played out with large, animated sprites of the X-Men, all in comic-book costumes.

LINK CABLE OPTION & IR PORT

With a Link Cable you can fight a friend. Activision is also trying to implement some kind of feature to use with the Game Boy Color's Infrared Port.



1. Wolverine gets ready to put out Pyro's fire.
2. "Who needs a shave? Take your time I got all day..."
3. The X-Men prepare to save the world.
4. Magneto and Toad play slap and tickle.

THE X-MEN

The game, just like the movie features the famous X-Men you've come to know and love. Let's take a look at some of the Game Boy characters and their theatrical counterparts:

THE GOOD GUYS



Cyclops

Played by James Marsden (*Disturbing Behavior*), Cyclops is the leader of the famed X-Men. A special visor is all that keeps his mutant optical energy in check.



Wolverine

Played by indie film actor Hugh Jackman (*Erskineville Kings*), Wolverine can rapidly heal himself from any wound. He also has an adamantium skeleton with retractable claws.



Storm

Played by Halle Berry (*Bulworth*), Storm has the amazing ability to command all the elements of weather.



Gambit

To our knowledge the ragin' cajun isn't in the movie, but thankfully, he's in the game. He has the ability to charge any object with kinetic energy and then use those objects against his opponent.



THE BAD GUYS



Mystique

Played by Rebecca Romijn-Stamos (*Just Shoot Me*), Mystique is the leader of Magneto's evil mutants. The mysterious Mystique can morph into almost any humanoid form.



Pyro

An evil mutant, Pyro has the ability to create and control fire in any way. Any flame under his control is more intense and more powerful than regular fire.



Toad

Played by Ray Park (*Darth Maul in Star Wars: Episode 1: The Phantom Menace*), this troll-like evil mutant has powerful leaping abilities. He prefers his superhuman kicks to hand-to-hand combat.



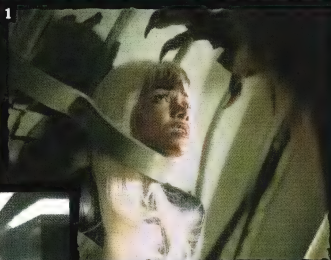
Sabretooth

Played by the WCW Wrestler Big Sky, Tyler Mane is Sabretooth, an evil mutant that uses his superhuman senses to track and hunt.



THE MOVIE

The summer's most eagerly awaited movie doesn't star Will Smith. The blockbuster flick this year is the big-screen adaptation of the best-selling comic book series, the *X-Men*. Although their wardrobe of choice also involve lots of black, this ain't no lighthearted romp involving aliens. Instead, it's a dark world filled with powerful mutants, both good and evil. Reviled since birth, the *X-Men* each have genetic mutations that give them amazing powers that they've harnessed for the good of humanity. Rejected by mankind for their differences, the *X-Men* soon realize that the race they hope to save against evil has rejected them. *X-Men* hits theaters July 14, 2000. Check out this exclusive shots direct from our friends at Fox. And look for the game in stores around the time the movie releases...



1. Storm faces the evil Wampa from *Star Wars*.
2. Patrick Stewart makes the perfect Professor X.
3 & 4. Wolverine faces off with Magneto. Magneto may have the power, but our money's on Wolverine. 5. "Ok, turn left after the Danger Room, go past the pool, and down the long hallway and... Now where's that blasted bathroom!" 6. "Can we try it again - and this time, I promise, no claws."



POKÉMON GOLD & SILVER

A WHOLE NEW



GOLD AND SILVER MAP KEY

A. Wakaba Town	F. Enju City	K. Kuchiba City	P. Nibi City
B. Yoshino City	G. Asagi City	L. Yamabuki City	Q. Tokiwa City
C. Kiykiyou City	H. Tanba City	M. Hanada City	R. Masara Town
D. Hiwada Town	I. Chouji Town	N. Tamamushi City	S. Guren Islands
E. Kogane City	J. Fusube City	O. Sekichiku City	

WORLD



Are You Ready?

This September, get ready to catch more of 'em with the release of *Pokémon Gold* and *Silver*. With a hundred brand new Pokémon, new tools to catch 'em with, and a whole new cast of characters, these two games promise to bring a level of excitement and entertainment never before seen on your handheld. If you've already caught 'em all, then the hundred new Pokémon will challenge your collecting skills again.

The game also features new gizmos like the compact Poké Gear. This nifty little gadget includes a cell phone, radio, and data organizer in an all-in-one package, kind of like a Poké Palm Pilot. In addition to all of these great new features, the innovative, real-time game clock changes the game from day to night in real time.

And, for the first time, Pokémon will be designated as either male or female, so you'll be able to become a Master Breeder just like Brock aspires to be!

Pokémon Gold and *Silver* packs its one-two punch never before seen on the Game Boy. They'll feature new challenges and a vast new world to explore. These games will revolutionize the way we capture, train, and battle Pokémon. It won't reach our shores until this fall, but to get an early look check out this preview of the most eagerly anticipated games in Pokémon history!

Meet the Main Dude

If you're tired of playing a Pokémon game, as Ash, then you're so lucky. *Pokémon Gold* and *Silver* introduces a special whizpermagoo who is set to make a name for himself in the world of Pokémon. You'll have to help this little fellow catch all of the new Pokémon. Cool! (By the way, he's now equipped with the new Poké Gear and a wicked backpack so you'll be...)

Here he is — the newest character in the Pokémon universe! And just like *Pokémon Red*, *Blue*, and *Yellow*, you can name him whatever you like when you begin the game.



PLACES TO EXPLORE

Oh, the places you'll get *Gold* and *Silver* is a whole new world and we'll touch on some of the great new places that you'll explore.



A. Wakaba Town

The adventure begins here, your home in Wakaba Town. Here, you'll meet with a quest you will take with your Poké Gear before you leave. You'll also be able to visit Professor Utsuki's Lab. Here, you're given a choice between three different starting Pokémon. You'll also have to return to show the Professor your Poké Gear.



B. Yoshino City

Venture west and you'll find Yoshino City. Here is where you'll find the Pokémon Elder. First, you'll run into an old man who'll give you a tour of the city. When the tour is over, this old man will present you with a map card that allows you to unlock this feature in your Poké Gear. When you find the Pokémon Elder's house, he'll present you with your very first Poké Egg. He'll also hear all of the Pokémon that you've managed to collect.



C. Kikyo City

Residing near the local Pokémon Center is the Kikyo City Gym leader, Hayato. If you defeat him, you'll receive your first badge, TM 31, and 3900. The mysterious Annon can be found in one of the caves west of the Gym.

Poké Gear

Now, there are a hundred brand new Pokémon! With all these new Pokémon to catch, you'll need a few more tools to help you out. The Poké Gear includes a cell phone, radio, and data organizer in an all-in-one package, kind of like a Poké Palm Pilot. You're able to make and receive calls from anywhere on the map with your cell phone. With the radio, you can either listen to special Pokémon lectures from Professor Oak or change the game's sound-track. You'll be able to store your new-found Pokéknowledge in the data organizer too!

After you've listened to some tips from Professor Oak and found out where you are on the color map of the world of *Gold* and *Silver*, you can go out and try your hand at catching some new Pokémon! Good thing, you've been given some new and improved Poké Balls. The Pokédex has been given a makeover, too. This new streamlined dex contains information on the hundred new Pokémon.

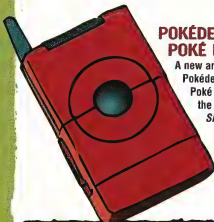


POKÉ GEAR

This handy-dandy, all-in-one device is a Pokémon Trainer's dream come true. Everything you'll need to catch 'em all can be found in this gadget.

POKÉDEX and POKÉ BALLS

A new and improved Pokédex and three new Poké Balls await you in the world of *Gold* and *Silver*.



Real-Time Internal Clock

Unlike the previous Pokémon games, *Gold* and *Silver* comes equipped with an internal clock that begins when you start playing the game. Set the clock and day will change into night in real time as you progress through the game. Certain Pokémon, such as Hoo Hoo, the owl, can only be caught at night. So, in order to catch them all, you must visit the same areas twice to find all the different Pokémon that reside there.



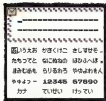
When the sun sets, a whole new Pokémon adventure awaits you.



The freaks, and owls, come out at night. To find this elusive Pokémon, you may have to stay up past your bedtime.

Poké Gear Technical Specifications

Poké Gear is a great new device that includes a number of useful features. The backpack lets you store all your necessary gear as you embark on your Pokémon Journey.



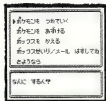
EMAIL

Access email sent to you from friends, your mother, and other important people that you meet along the way.



TELEPHONE

The telephone feature allows you to receive and make calls to Professor Oak, your mother, and others that you meet during your Pokémon adventure.



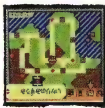
DATA ORGANIZER

Keep track of Pokémon, your training information, and other important information that you need.



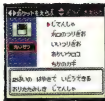
RADIO

With the radio you can receive important training tips from Prof. Oak. It also can be used to change the game soundtrack if you don't like the music that's being played.



MAP

This handy topographical color map shows what areas you've already visited and also your present location.



BACKPACK

This backpack features four large compartments that can hold a variety of items and trinkets. Easy to use and really handy for storing items.

Entering the Lab

At the beginning of the game, just like in Red, Blue, and Yellow, Professor Oak will let you choose a Pokémon to train. This time, three new Pokémon await you: Chikorita, a Grass-type Pokémon; Hinorashi, a Fire-type Pokémon; and Waninoko, a



crocodile-like Water type. Right off the bat, you'll be able to battle the new wild Pokémon that inhabit the Gold and Silver world. Fight them hard and they'll repay you by evolving into more powerful Pokémon.



HINORASHI EVOLVES INTO ▾



WANINOKO EVOLVES INTO ▾



CHIKORITA EVOLVES INTO ▾



MAGUMARASHI EVOLVES INTO ▾



ARIGEITSU EVOLVES INTO ▾



BERIFU EVOLVES INTO ▾



BAKUFAN



ODAIRU



MECANI



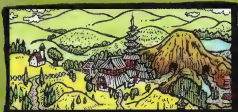
D. Hiwada Town

Once you enter this town, your egg should hatch into your very own baby Tegen! You'll battle the Hiwada Gym Leader, Tsukashi. If you defeat her, she'll hand over her badge when TM 49 (Slash). After the fight, a kid will lead you to an old man who'll give you HM 1 (Cut), which lets you cut down bushes that block your path.



E. Kogane City

In this city, you can buy a bike at the bike shop, explore the underground tunnel, or visit the Breeding Center. Head eastward to find a large radio tower, where a lady with green hair will sell you. Answer the questions correctly and you'll be able to access any radio station that you want.



F. Enji City

At the city's Poké Center, you'll encounter, but won't battle, your rival. The house north of the Poké Center is where you'll find the Dancing Japanese Girls. Once you've defeated them, you'll receive the Surf HM. You'll also find Hon-Ho, the owl-like Pokémon, in the Legendary Temple.



G. Asagi City

Here, you'll find a sick little Tank. Give it eight spirit herbs to make it well. If you climb the light house tower, you'll also run into Miran, a Pokémon Trainer. Her Pokémon are also sick, but she'll give you "Growth Medicine" that will cure them. After you leave the lighthouse, head towards the beach. On the way, you'll meet a sailor who'll give you the Strength HM.



H. Tanba City

You'll have to use the surf technique to reach Tanba City, which is located across the sea. Defeat the Gym Leader and you'll receive the coveted Shock Badge, which lets you control Pokémon up to level 70. He'll also give you TM 01 (Explosive Punch).



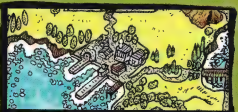
I. Champ Town

The headquarters of Team Rocket are located here. With the help of a new friend, Waters, you'll battle members of this bumbling team. When you're victorious, Wataru will give you HM 06, which is used to tilt in whirlpools. You'll also be able to enter the town Gym. Defeat the leader, and you'll get the Ice Badge and TM 16 (Numbing Wind).



J. Fossil City

Fossil City can be found by going through a cave east of Chooni Town. In this cave, you'll find HM 07 (Waterfall). Find a special item and the Gym Leader, Ikuo, will present you the Raging Badge. This badge enables you to control all Pokémon. She'll also give you TM 24 (Dragon Blizzard).



K. Kuchiba City

From Asahi City, you'll catch a boat to Kuchiba City. Once there, you'll battle Lt. Surge, the Gym Leader. Defeat him and you'll receive the Orange Badge, which increases the speed of your Pokémon.

Pokémon Breeding

The pocket monsters can now be either male or female. Great news for all aspiring Pokémon Breeders. Pokémon of the same species can now breed, resulting in a Poké Egg. After a while, the egg will hatch and you'll be the proud Trainer of a baby Pokémon!



Rock-a-Bye Baby

There are several adorable Pokémon babies out there for you to catch! Train them well and they'll evolve into adult Pokémon in no time! But be warned, they may be small, but they sure are a handful.

#238 PUPURIN, a Jigglypuff infant!

Pupurin sings beautifully, just like Jigglypuff. Just try to stay awake for the show.



#172 PICHU, the baby Pikachu!

This little thundering dynamo might be cute, but his electric attacks are shockingly powerful.



#173 PII, the little Clefairy!

As bashful as its older siblings, this little guy's powerful Doublelap attack can have other Pokémon seeing double.



Be Careful or It's an Omelette

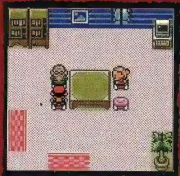


Professor Oak will give you this Poké Egg to carry around during your journey. Be careful, it's fragile! Professor Oak will warn you when it's about to hatch.



Before you know it, the egg will hatch, revealing your very own baby Togepi! Unfortunately, Togepi is still stuck inside the half-shell of his egg.

Pokémon Breeding Center



This is where two Master Pokémon Breeders live. The Old Man and Woman have spent years becoming experts in the art of Pokémon breeding. For a small fee, they'll each take a male and female Pokémon from you. After awhile, you'll receive a message telling you that you're the proud Trainer of a newborn baby Pokémon. Return and they'll hand over a pure-bred pocket monster.

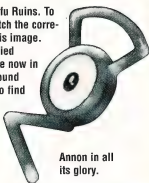
At the Breeding Center, the Old Man will take your male Pokémon while the Old Woman will take the female.

The Mysterious Annon

Annon, one of the strangest Pokémon ever, can be found deep in the Arufu Ruins. To find him, you'll have to correctly complete a puzzle game. Solve the puzzle and you'll be allowed to enter the ruins. It'll be worth it! Once you're in the ruins, you'll find three different forms of the mysterious Annon.



1. The puzzle that unlocks the Arufu Ruins. To solve it, you have to correctly match the corresponding puzzle pieces to form this image. Make a mistake and you'll be denied entrance. 2. You've done it! You're now in the Arufu Ruins. 3, 4, 5. Look around long enough and you'll be able to find three forms of the mysterious Pokémon, Annon.



Annon in all its glory.



On the poster for the upcoming third Pokémon movie you see five Annon on the bottom. They spell out "Entei," which is one of the new Pokémon found in *Gold* and *Silver* and is the mysterious silhouette Pokémon featured on the poster.



There are 26 versions of Annon. If you look closely, you'll notice that each incarnation of this prehistoric Pokémon forms one of the letters of the alphabet.

Pokémon Gym Leaders



ITSUKU

Pokémon used:
178 Nettleio



KYO

Pokémon used:
168 Ariadosu



SHIBA

Pokémon used:
237 KAPOERA



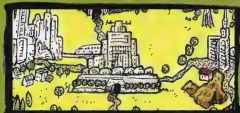
KARIN

Pokémon used:
229 Heruga



WATARU

Pokémon used:
130 Gyarados



L. Yamabuki City

Defeat Natsume and you'll receive the Gold Badge.



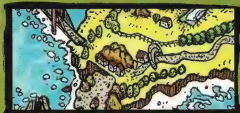
M. Hanada City

After you battle a string of Trainers in this city, you'll meet Misty, the Gym Leader. Defeat her and you'll receive the Blue Badge. You'll also find a missing piece of a power station here. Return it to its owner, and you'll receive a TM as an award. A radio upgrade can also be found here.



N. Tamamushi City

Here you'll battle Erika, the Gym Leader, for the Rainbow Badge. If you're victorious, you'll also receive TM 19 (Giga Drain).



O. Sekichiku City

This city is found by going west down Cycling Road. Once you find the Gym, challenge Anju to a battle. Defeat her and you'll receive the Pink Badge.



P. Mt. Moon

Here you'll get a chance to test your fighting skills against Brock. Defeat him to receive the Gray Badge. At the Trainer's House, you're allowed to take part in high-level battles once a day. You'll also be able to access to Mt. Moon from here.



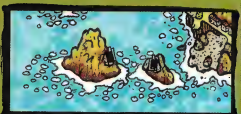
U. Takiwa City

Defeat Gary to receive the Green Badge, which is the 10th and final badge.



R. Masara Town

After you talk to Professor Oak, surf across the water to the Guren Islands.



S. Guren Islands

Defeat Blaine, the Gym Leader, to receive the Crème Badge.

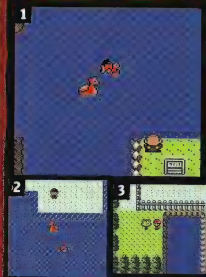
I Challenge You!

Along with these great new features, surprising new challenges await you. In order to beat them, you must know your Pokémon. Here's where all the new gear and Pokémon training will pay off. If at first you don't succeed, try again. The new machines and Pokémon are well worth the effort.



The Red Gyarados of Anger Lake

Anger Lake is filled with many types of Water-type Pokémon. The most fascinating of all, though, is the powerful Red Gyarados!



1. Out in the middle of the lake a Red Gyarados and a Lapras are seen playing in the water. 2. In Anger Lake, you can swim from one end to the other. 3. If you defeat the mighty Red Gyarados you can use him to catch a ride across the lake.

The Asagi City Lighthouse

What are you going to do when your Pokémon falls ill? Well, you'll head to Asagi City to find Mikan the Lighthouse Gym Leader. Once there, the helpful Trainer will offer you a cure for what ails your poor Pokémon.



1. When your Pokémon becomes ill, you'll have to head to Asagi City to get medicine. 2. The Lighthouse Gym leader, Mikan, gives you an Orange Medicine that helps your Pokémon to recover.

The Stone Breaking Machine

Defeat the stubborn, Tree-type Pokémon, Usokki, and you'll receive one of the most valuable tools in Gold and Silver, the Stone Breaking Machine. The machine will break stones allowing you to enter blocked caves and rooms. This is invaluable to retrieve all the items available in the game.



1. In Kogane City, this lady will give you a water pot for Usokki. 2. Watering Usokki will wake him up! He'll start to shake. 3. Now that he's been watered, he's ready to battle you! 4. Defeat Usokki and this man will give you the Stone Breaking Machine. 5. Now, with your newfound Stone Breaking ability, you're able to demolish this rock!


POKÉMON GOLD & SILVER POKÉDEX

Pokémon Gold and Silver look like it will be the coolest Pokémon games yet! Not only are both games loaded with new tools, exciting new areas to explore, and new challenges to test your skills as a Pokémon Trainer, there's also a brand-new Pokémon to capture and raise. Here's a look at all the new Pokémon!

LINE ART IMAGE

What the Pokémon looks like in cartoon form.

152 CHIKORIITA



TYPE 1: GRASS	HEIGHT: 2'11"
TYPE 2:	WEIGHT: 14 LBS.
NUMBER OF ATTACKS: 33	
EVOLUTION: UNEVOLVED	
GOLD: WAKABA TOWN (EVENT)	
SILVER: WAKABA TOWN (EVENT)	

NUMBER & NAME

Pokedex number and Japanese name.

TYPE & STATS AREA

Type of Pokémon as well as their height & weight.



INFORMATION BOX

What you can get this Pokémon in the games.

GAME BOY IMAGE


What the Pokémon looks like in the new games.

152 CHIKORIITA




TYPE 1: GRASS	HEIGHT: 2'11"
TYPE 2:	WEIGHT: 14 LBS.
NUMBER OF ATTACKS: 33	
EVOLUTION: UNEVOLVED	
GOLD: WAKABA TOWN (EVENT)	
SILVER: WAKABA TOWN (EVENT)	

153 BEIRIFU




TYPE 1: GRASS	HEIGHT: 4'11"
TYPE 2: ELECTRIC	WEIGHT: 35 LBS.
NUMBER OF ATTACKS: 40	
EVOLUTION: FROM CHIKORIITA	
GOLD: N/A (ONLY FROM EVOLUTION)	
SILVER: N/A (ONLY FROM EVOLUTION)	

154 MEGANI



TYPE 1: GRASS	HEIGHT: 3'10"
TYPE 2: ELECTRIC	WEIGHT: 221 LBS.
NUMBER OF ATTACKS: 40	
EVOLUTION: FROM BEIRIFU	
GOLD: N/A (ONLY FROM EVOLUTION)	
SILVER: N/A (ONLY FROM EVOLUTION)	

155 HINORASHI



TYPE 1: FIRE	HEIGHT: 1'7"
TYPE 2: ELECTRIC	WEIGHT: 17 LBS.
NUMBER OF ATTACKS: 32	
EVOLUTION: UNEVOLVED	
GOLD: WAKABA TOWN (EVENT)	
SILVER: WAKABA TOWN (EVENT)	

156 MAGUMARASHI




TYPE 1: FIRE	HEIGHT: 2'11"
TYPE 2:	WEIGHT: 41 LBS.
NUMBER OF ATTACKS: 37	
EVOLUTION: FROM HINORASHI	
GOLD: N/A (ONLY FROM EVOLUTION)	
SILVER: N/A (ONLY FROM EVOLUTION)	

157 BAKUFAN



TYPE 1: FIRE	HEIGHT: 3'7"
TYPE 2:	WEIGHT: 175 LBS.
NUMBER OF ATTACKS: 43	
EVOLUTION: FROM MAGUMARASHI	
GOLD: N/A (ONLY FROM EVOLUTION)	
SILVER: N/A (ONLY FROM EVOLUTION)	

158 WANINOKO




TYPE 1: WATER	HEIGHT: 1'11"
TYPE 2:	WEIGHT: 20 LBS.
NUMBER OF ATTACKS: 35	
EVOLUTION: UNEVOLVED	
GOLD: WAKABA TOWN (EVENT)	
SILVER: WAKABA TOWN (EVENT)	

159 ARIGEITSU



TYPE 1: WATER	HEIGHT: 3'7"
TYPE 2:	WEIGHT: 33 LBS.
NUMBER OF ATTACKS: 40	
EVOLUTION: FROM WANINOKO	
GOLD: N/A (ONLY FROM EVOLUTION)	
SILVER: N/A (ONLY FROM EVOLUTION)	

160 ODAIRY



TYPE 1: WATER	HEIGHT: 1'6"
TYPE 2:	WEIGHT: 195 LBS.
NUMBER OF ATTACKS: 43	
EVOLUTION: FROM ARIGEITSU	
GOLD: N/A (ONLY FROM EVOLUTION)	
SILVER: N/A (ONLY FROM EVOLUTION)	

161 OTACHI



TYPE 1: NORMAL	HEIGHT: 3'7"
TYPE 2:	WEIGHT: 13 LBS.
NUMBER OF ATTACKS: 30	
EVOLUTION: UNEVOLVED	
GOLD: ROUTE 29	
SILVER: ROUTE 29	



162 OOTACHI



TYPE 1: **NORMAL** HEIGHT: 5'10"
TYPE 2: **FLYING** HEIGHT: 7'1 LBS.

NUMBER OF ATTACKS: 42
EVOLUTION: **FROM OTACHI**

GOLD: ROUTE 7
SILVER: ROUTE 1



163 HOO HOO



TYPE 1: **NORMAL** HEIGHT: 2'9"
TYPE 2: **FLYING** HEIGHT: 46 LBS.

NUMBER OF ATTACKS: 32
EVOLUTION: **UNEVOLUTIONED**

GOLD: ROUTE 29
SILVER: ROUTE 29




164 YORUNOZUKU




TYPE 1: **NORMAL** HEIGHT: 1'9"
TYPE 2: **FLYING** HEIGHT: 89 LBS.

NUMBER OF ATTACKS: 35
EVOLUTION: **FROM HOO HOO**

GOLD: ROUTE 2
SILVER: ROUTE 2




165 REDIBA




TYPE 1: **BUG** HEIGHT: 2'6"
TYPE 2: **FLYING** HEIGHT: 24 LBS.

NUMBER OF ATTACKS: 36
EVOLUTION: **UNEVOLUTIONED**

GOLD: NA (EXCHANGE ONLY)
SILVER: ROUTE 30




166 REDIAN




TYPE 1: **BUG** HEIGHT: 4'7"
TYPE 2: **FLYING** HEIGHT: 78 LBS.

NUMBER OF ATTACKS: 38
EVOLUTION: **FROM REDIBA**

GOLD: NA (EXCHANGE ONLY)
SILVER: ROUTE 2




167 ITOMARU




TYPE 1: **BUG** HEIGHT: 1'7"
TYPE 2: **POISON** HEIGHT: 18 LBS.

NUMBER OF ATTACKS: 31
EVOLUTION: **UNEVOLUTIONED**

GOLD: ROUTE 38
SILVER: NA (EXCHANGE ONLY)




168 ARIADOSU




TYPE 1: **BUG** HEIGHT: 3'7"
TYPE 2: **POISON** HEIGHT: 73 LBS.

NUMBER OF ATTACKS: 34
EVOLUTION: **FROM ITOMARU**

GOLD: ROUTE 2
SILVER: NA (EXCHANGE + GET VIA EVOLUTION)



169 KUROBATO



TYPE 1: **POISON** HEIGHT: 1'10"
TYPE 2: **FLYING** HEIGHT: 165 LBS.

NUMBER OF ATTACKS: 30
EVOLUTION: **FROM GORUBATTO**

GOLD: NA ONLY FROM EVOLUTION
SILVER: NA ONLY FROM EVOLUTION



170 CHONCHI




TYPE 1: **WATER** HEIGHT: 1'7"
TYPE 2: **ELECTRIC** HEIGHT: 26 LBS.

NUMBER OF ATTACKS: 29
EVOLUTION: **UNEVOLUTIONED**

GOLD: AQUEDUCT 20
SILVER: AQUEDUCT 20




171 RANTAN




TYPE 1: **WATER** HEIGHT: 4'11"
TYPE 2: **ELECTRIC** HEIGHT: 49 LBS.

NUMBER OF ATTACKS: 31
EVOLUTION: **FROM CHONCHI**

GOLD: AQUEDUCT 20
SILVER: AQUEDUCT 20




172 PICHU




TYPE 1: **ELECTRIC** HEIGHT: 1'1 IN.
TYPE 2: **POISON** HEIGHT: 4 LBS.

NUMBER OF ATTACKS: 29
EVOLUTION: **BABY PIKACHU**

GOLD: NURSERY (FROM AN EGG)
SILVER: NURSERY (FROM AN EGG)




173 PII




TYPE 1: **NORMAL** HEIGHT: 1'1 IN.
TYPE 2: **POISON** HEIGHT: 6 LBS.

NUMBER OF ATTACKS: 26
EVOLUTION: **BABY CLEAFAIRY**

GOLD: NURSERY (FROM AN EGG)
SILVER: NURSERY (FROM AN EGG)




174 PUPURIN




TYPE 1: **NORMAL** HEIGHT: XXXX
TYPE 2: **POISON** HEIGHT: 2 LBS.

NUMBER OF ATTACKS: 27
EVOLUTION: **BABY HOGGEPUFF**

GOLD: NURSERY (FROM AN EGG)
SILVER: NURSERY (FROM AN EGG)




175 TOGEPI




TYPE 1: **NORMAL** HEIGHT: 1'2"
TYPE 2: **FLYING** HEIGHT: 7 LBS.

NUMBER OF ATTACKS: 37
EVOLUTION: **UNEVOLUTIONED**

GOLD: OLD GUY (FROM AN EGG)
SILVER: OLD GUY (FROM AN EGG)




176 TOGECHIKKU



TYPE 1: **NORMAL** HEIGHT: 1'11"
TYPE 2: **FLYING** HEIGHT: 7 LBS.

NUMBER OF ATTACKS: 32
EVOLUTION: **FROM TOGEPI**

GOLD: NA ONLY FROM EVOLUTION
SILVER: NA ONLY FROM EVOLUTION



177 NEITEI




TYPE 1: **FLYING** HEIGHT: 7 IN.
TYPE 2: **FLYING** HEIGHT: 4 LBS.

NUMBER OF ATTACKS: 31
EVOLUTION: **UNEVOLUTIONED**

GOLD: ALF ROINS
SILVER: ALF ROINS




178 NEITEIO




TYPE 1: **FLYING** HEIGHT: 4'11"
TYPE 2: **FLYING** HEIGHT: 133 LBS.

NUMBER OF ATTACKS: 32
EVOLUTION: **FROM NEITEI**

GOLD: NA ONLY FROM EVOLUTION
SILVER: NA ONLY FROM EVOLUTION



179 MERIIPU




TYPE 1: **ELECTRIC** HEIGHT: 1'11"
TYPE 2: **FLYING** HEIGHT: 17 LBS.

NUMBER OF ATTACKS: 38
EVOLUTION: **UNEVOLUTIONED**

GOLD: ROUTE 32
SILVER: ROUTE 32




180 MOKOKO



TYPE 1: **ELECTRIC** HEIGHT: 2'7"
TYPE 2: **FLYING** HEIGHT: 29 LBS.

NUMBER OF ATTACKS: 34
EVOLUTION: **FROM MERIIPU**

GOLD: ROUTE 42
SILVER: ROUTE 42



181 DENRYU




TYPE 1: **PSYCHIC** HEIGHT: 4'7"
TYPE 2: **FLYING** HEIGHT: 135 LBS.

NUMBER OF ATTACKS: 37
EVOLUTION: **FROM MOKOKO**

GOLD: NA ONLY FROM EVOLUTION
SILVER: NA ONLY FROM EVOLUTION




182 KIREIHANA



TYPE 1: **GRASS** HEIGHT: UNKNOWN
TYPE 2: **GRASS** HEIGHT: UNKNOWN

NUMBER OF ATTACKS: 25
EVOLUTION: **FROM MUSAHANA**

GOLD: NA ONLY FROM EVOLUTION
SILVER: NA ONLY FROM EVOLUTION



183 MARIL



TYPE 1: **WATER** HEIGHT: 1'4"
TYPE 2: **FLYING** HEIGHT: 18 LBS.

NUMBER OF ATTACKS: 35
EVOLUTION: **UNEVOLUTIONED**

GOLD: SURIBACHI MOUNTAIN
SILVER: SURIBACHI MOUNTAIN




184 MARIRURI




TYPE 1: **WATER** HEIGHT: 2'7"
TYPE 2: **FLYING** HEIGHT: 62 LBS.

NUMBER OF ATTACKS: 29
EVOLUTION: **FROM MARIRU**

GOLD: NA ONLY FROM EVOLUTION
SILVER: NA ONLY FROM EVOLUTION




185 USOKKI




TYPE 1: **ROCK** HEIGHT: 3'11"
TYPE 2: **FLYING** HEIGHT: 83 LBS.

NUMBER OF ATTACKS: 34
EVOLUTION: **UNEVOLUTIONED**

GOLD: ROUTE 36
SILVER: ROUTE 36




186 NYOROTONO




TYPE 1: **GRASS** HEIGHT: 3'7"
TYPE 2: **FLYING** HEIGHT: 74 LBS.

NUMBER OF ATTACKS: 29
EVOLUTION: **FROM NYOROZO**


GOLD: NA ONLY FROM EVOLUTION
SILVER: NA ONLY FROM EVOLUTION




187 HANEKKO




TYPE 1: GRASS HEIGHT: 1'3"
TYPE 2: FLYING WEIGHT: 1 LB.
NUMBER OF ATTACKS: 30
EVOLUTION: UNEVOLVED
GOLD: ROUTE 32
SILVER: ROUTE 32



188 POPOKKO



TYPE 1: GRASS HEIGHT: 1'11"
TYPE 2: FLYING WEIGHT: 2 LBS.
NUMBER OF ATTACKS: 24
EVOLUTION: FROM HANEKKO
GOLD: ROUTE 14
SILVER: ROUTE 14




189 WATAKKO




TYPE 1: GRASS HEIGHT: 2'7"
TYPE 2: FLYING WEIGHT: 6 LBS.
NUMBER OF ATTACKS: 25
EVOLUTION: FROM POPOKKO
GOLD: N/A (ONLY FROM EVOLUTION)
SILVER: N/A (ONLY FROM EVOLUTION)




190 EIPAMU




TYPE 1: NORMAL HEIGHT: 2'7"
TYPE 2: WEIGHT: 25 LBS.
NUMBER OF ATTACKS: 42
EVOLUTION: NONE
GOLD: FROM A HEAD-BUTT
SILVER: FROM A HEAD-BUTT




191 HIMANATTSU




TYPE 1: GRASS HEIGHT: 1'9"
TYPE 2: WEIGHT: 4 LBS.
NUMBER OF ATTACKS: 26
EVOLUTION: UNEVOLVED
GOLD: NO.24 STREET 110
SILVER: NO.24 STREET 110




192 KIMAWARI




TYPE 1: GRASS HEIGHT: 2'7"
TYPE 2: WEIGHT: 18 LBS.
NUMBER OF ATTACKS: 28
EVOLUTION: FROM HIMANATTSU
GOLD: N/A (ONLY FROM EVOLUTION)
SILVER: N/A (ONLY FROM EVOLUTION)




193 YANYANMA




TYPE 1: BUG HEIGHT: 3'11"
TYPE 2: WEIGHT: 63 LBS.
NUMBER OF ATTACKS: 30
EVOLUTION: NONE
GOLD: ROUTE 25
SILVER: ROUTE 25



194 UPAA



TYPE 1: WATER HEIGHT: 1'3"
TYPE 2: GROUND WEIGHT: 18 LBS.
NUMBER OF ATTACKS: 37
EVOLUTION: UNEVOLVED
GOLD: ROUTE 35
SILVER: ROUTE 35




195 NUO



TYPE 1: WATER HEIGHT: 4'7"
TYPE 2: GROUND WEIGHT: 165 LBS.
NUMBER OF ATTACKS: 30
EVOLUTION: FROM UPAA
GOLD: CAVE
SILVER: CAVE



196 EEFI



TYPE 1: PSYCHIC HEIGHT: 2'9"
TYPE 2: WEIGHT: 52 LBS.
NUMBER OF ATTACKS: 39
EVOLUTION: FROM EEE
GOLD: N/A (ONLY FROM EVOLUTION)
SILVER: N/A (ONLY FROM EVOLUTION)




197 BLACKIE




TYPE 1: PSYCHIC HEIGHT: 3'3"
TYPE 2: WEIGHT: 59 LBS.
NUMBER OF ATTACKS: 39
EVOLUTION: FROM EEE
GOLD: N/A (ONLY FROM EVOLUTION)
SILVER: N/A (ONLY FROM EVOLUTION)




198 YAMIKARASU




TYPE 1: FLYING HEIGHT: 1'7"
TYPE 2: WEIGHT: 4 LBS.
NUMBER OF ATTACKS: 31
EVOLUTION: NONE
GOLD: ROUTE 7
SILVER: ROUTE 17



199 YADOKING



TYPE 1: WATER HEIGHT: UNKNOWN
TYPE 2: PSYCHIC WEIGHT: UNKNOWN
NUMBER OF ATTACKS: 48
EVOLUTION: FROM SLOWBRO
GOLD: N/A (ONLY FROM EVOLUTION)
SILVER: N/A (ONLY FROM EVOLUTION)



200 MUUMA



TYPE 1: GHOST HEIGHT: 2'3"
TYPE 2: WEIGHT: 2 LBS.
NUMBER OF ATTACKS: 35
EVOLUTION: NONE
GOLD: SILVER MOUNTAIN
SILVER: SILVER MOUNTAIN



201 ANNOON



TYPE 1: PSYCHIC HEIGHT: 1'7"
TYPE 2: WEIGHT: 11 LBS.
NUMBER OF ATTACKS: 1
EVOLUTION: NONE
GOLD: ALF-RUNS GRAND HALL
SILVER: ALF-RUNS GRAND HALL



202 SONANSU



TYPE 1: WATER HEIGHT: 4'3"
TYPE 2: WEIGHT: 62 LBS.
NUMBER OF ATTACKS: 4
EVOLUTION: NONE
GOLD: DARK HOLE, 2ND FLOOR
SILVER: DARK HOLE, 2ND FLOOR



203 KIRINRIKI



TYPE 1: PSYCHIC HEIGHT: 4'11"
TYPE 2: WEIGHT: 91 LBS.
NUMBER OF ATTACKS: 39
EVOLUTION: NONE
GOLD: ROUTE 43
SILVER: ROUTE 43




204 KUNUGIDAMA




TYPE 1: BUG HEIGHT: 1'11"
TYPE 2: WEIGHT: 15 LBS.
NUMBER OF ATTACKS: 31
EVOLUTION: UNEVOLVED
GOLD: GET FROM HEAD-BUTT
SILVER: GET FROM HEAD-BUTT




205 FURETOSU




TYPE 1: BUG HEIGHT: 4'9"
TYPE 2: WEIGHT: 277 LBS.
NUMBER OF ATTACKS: 34
EVOLUTION: FROM KUNUGIDAMA
GOLD: N/A (ONLY FROM EVOLUTION)
SILVER: N/A (ONLY FROM EVOLUTION)



206 NOKOCCHI



TYPE 1: WATER HEIGHT: 4'11"
TYPE 2: WEIGHT: 30 LBS.
NUMBER OF ATTACKS: 37
EVOLUTION: NONE
GOLD: DARK HOLE, 1ST FLOOR
SILVER: DARK HOLE, 1ST FLOOR




207 GURAIGA




TYPE 1: BUG HEIGHT: 3'7"
TYPE 2: WEIGHT: 142 LBS.
NUMBER OF ATTACKS: 33
EVOLUTION: NONE
GOLD: ROUTE 45
SILVER: N/A (ONLY FROM EVOLUTION)



208 HAGANERU



TYPE 1: GROUND HEIGHT: 30"
TYPE 2: WEIGHT: 881 LBS.
NUMBER OF ATTACKS: 37
EVOLUTION: FROM EWARK
GOLD: N/A (ONLY FROM EVOLUTION)
SILVER: N/A (ONLY FROM EVOLUTION)



209 SNUBBLE



TYPE 1: NORMAL HEIGHT: 1'11"
TYPE 2: WEIGHT: 17 LBS.
NUMBER OF ATTACKS: 40
EVOLUTION: UNEVOLVED
GOLD: ROUTE 38
SILVER: ROUTE 38



210 GURANBURA



TYPE 1: NORMAL HEIGHT: 4'7"
TYPE 2: WEIGHT: 197 LBS.
NUMBER OF ATTACKS: 41
EVOLUTION: FROM SNUBBLE
GOLD: N/A (ONLY FROM EVOLUTION)
SILVER: N/A (ONLY FROM EVOLUTION)




211 HARISEN




TYPE 1: WATER HEIGHT: 1'7"
TYPE 2: WEIGHT: 8 LBS.
NUMBER OF ATTACKS: 32
EVOLUTION: NONE
GOLD: ROUTE 32
SILVER: ROUTE 32



212 HASSAMU



TYPE 1: **BUG** HEIGHT: 5'10"
TYPE 2: **INSECT** WEIGHT: 260 LBS.
NUMBER OF ATTACKS: 35
EVOLUTION: **FROM STRIKE**
GOLD: NIA ONLY FROM EVOLUTION
SILVER: NIA ONLY FROM EVOLUTION



213 TSUBOTOSUBO



TYPE 1: **BUG** HEIGHT: 2'4"
TYPE 2: **ROCK** WEIGHT: 45 LBS.
NUMBER OF ATTACKS: 32
EVOLUTION: **NONE**
GOLD: TANBA CITY (EVENT)
SILVER: TANBA CITY (EVENT)




214 HERAKUROSA




TYPE 1: **BUG** HEIGHT: 4'11"
TYPE 2: **FIGHTING** WEIGHT: 119 LBS.
NUMBER OF ATTACKS: 31
EVOLUTION: **NONE**
GOLD: FROM HEAD-BUTT
SILVER: FROM HEAD-BUTT




215 NYURA




TYPE 1: **GRASS** HEIGHT: 2'11"
TYPE 2: **PSYCHIC** WEIGHT: 61 LBS.
NUMBER OF ATTACKS: 44
EVOLUTION: **NONE**
GOLD: SILVER MOUNTAIN
SILVER: SILVER MOUNTAIN



216 HIMEGUMA



TYPE 1: **NORMAL** HEIGHT: 1'11"
TYPE 2: **ICE** WEIGHT: 19 LBS.
NUMBER OF ATTACKS: 41
EVOLUTION: **UNEVOLVED**
GOLD: NIA ONLY FROM EXCHANGE
SILVER: ROUTE 45



217 RINGUMA




TYPE 1: **NORMAL** HEIGHT: 5'10"
TYPE 2: **ICE** WEIGHT: 277 LBS.
NUMBER OF ATTACKS: 44
EVOLUTION: **FROM RINGUMPA**
GOLD: NIA ONLY FROM EXCHANGE
SILVER: CHAMPION ROAD




218 MAGUMAGGU




TYPE 1: **FIRE** HEIGHT: 2'3"
TYPE 2: **PSYCHIC** WEIGHT: 77 LBS.
NUMBER OF ATTACKS: 27
EVOLUTION: **UNEVOLVED**
GOLD: ROUTE 17
SILVER: ROUTE 17



219 MAGUKARUGO



TYPE 1: **FIRE** HEIGHT: 2'7"
TYPE 2: **PSYCHIC** WEIGHT: 121 LBS.
NUMBER OF ATTACKS: 32
EVOLUTION: **FROM MAGUMAGGU**
GOLD: NIA ONLY FROM EVOLUTION
SILVER: NIA ONLY FROM EVOLUTION



220 URIMUU



TYPE 1: **NORMAL** HEIGHT: 5'9"
TYPE 2: **PSYCHIC** WEIGHT: 14 LBS.
NUMBER OF ATTACKS: 30
EVOLUTION: **UNEVOLVED**
GOLD: ICE THROUGH-PASS
SILVER: ICE THROUGH-PASS



221 INOMU




TYPE 1: **GROUND** HEIGHT: 3'7"
TYPE 2: **PSYCHIC** WEIGHT: 123 LBS.
NUMBER OF ATTACKS: 34
EVOLUTION: **FROM URIMUU**
GOLD: NIA ONLY FROM EVOLUTION
SILVER: NIA ONLY FROM EVOLUTION




222 SANIGO




TYPE 1: **WATER** HEIGHT: 1'11"
TYPE 2: **PSYCHIC** WEIGHT: 11 LBS.
NUMBER OF ATTACKS: 34
EVOLUTION: **NONE**
GOLD: AQUEDECT 40
SILVER: AQUEDECT 40



223 TEPPOUO



TYPE 1: **WATER** HEIGHT: 1'11"
TYPE 2: **PSYCHIC** WEIGHT: 26 LBS.
NUMBER OF ATTACKS: 29
EVOLUTION: **UNEVOLVED**
GOLD: ROUTE 44
SILVER: ROUTE 44



224 OKUTAN



TYPE 1: **WATER** HEIGHT: 2'11"
TYPE 2: **PSYCHIC** WEIGHT: 62 LBS.
NUMBER OF ATTACKS: 30
EVOLUTION: **FROM TEPPOUO**
GOLD: NIA ONLY FROM EVOLUTION
SILVER: NIA ONLY FROM EVOLUTION



225 DERIBADO



TYPE 1: **FLYING** HEIGHT: 2'11"
TYPE 2: **PSYCHIC** WEIGHT: 35 LBS.
NUMBER OF ATTACKS: 23
EVOLUTION: **NONE**
GOLD: NIA ONLY FROM EXCHANGE
SILVER: ICE THROUGH-PASS




226 MANTAIN




TYPE 1: **WATER** HEIGHT: 6'10"
TYPE 2: **PSYCHIC** WEIGHT: 445 LBS.
NUMBER OF ATTACKS: 30
EVOLUTION: **NONE**
GOLD: AQUEDECT 41 (ON THE WATER'S SURFACE)
SILVER: NIA EXCHANGE



227 EAAMUDO



TYPE 1: **FLYING** HEIGHT: 5'6"
TYPE 2: **PSYCHIC** WEIGHT: 111 LBS.
NUMBER OF ATTACKS: 29
EVOLUTION: **NONE**
GOLD: NIA ONLY FROM EXCHANGE
SILVER: ROUTE 44



228 DERUBIRU



TYPE 1: **FIRE** HEIGHT: 2'4"
TYPE 2: **PSYCHIC** WEIGHT: 23 LBS.
NUMBER OF ATTACKS: 34
EVOLUTION: **UNEVOLVED**
GOLD: ROUTE 7
SILVER: ROUTE 7




229 HERUGA




TYPE 1: **FIRE** HEIGHT: 4'7"
TYPE 2: **PSYCHIC** WEIGHT: 77 LBS.
NUMBER OF ATTACKS: 38
EVOLUTION: **FROM DERUBIRU**
GOLD: NIA ONLY FROM EVOLUTION
SILVER: NIA ONLY FROM EVOLUTION




230 KINGDORA




TYPE 1: **WATER** HEIGHT: 5'10"
TYPE 2: **PSYCHIC** WEIGHT: 335 LBS.
NUMBER OF ATTACKS: 33
EVOLUTION: **FROM SEADORA**
GOLD: NIA ONLY FROM EVOLUTION
SILVER: NIA ONLY FROM EVOLUTION




231 GOMAZOU




TYPE 1: **NORMAL** HEIGHT: 1'7"
TYPE 2: **PSYCHIC** WEIGHT: 73 LBS.
NUMBER OF ATTACKS: 31
EVOLUTION: **UNEVOLVED**
GOLD: ROUTE 45
SILVER: NIA ONLY FROM EXCHANGE




232 DONFAN




TYPE 1: **GROUND** HEIGHT: **UNKNOWN**
TYPE 2: **UNKNOWN** WEIGHT: **UNKNOWN**
NUMBER OF ATTACKS: 32
EVOLUTION: **FROM GOMAZOU**
GOLD: CHAMPION ROAD
SILVER: NIA ONLY FROM EXCHANGE OR EVOLUTION



233 PORIGON 2



TYPE 1: **NORMAL** HEIGHT: 1'11"
TYPE 2: **PSYCHIC** WEIGHT: 71 LBS.
NUMBER OF ATTACKS: 38
EVOLUTION: **FROM PORIGON**
GOLD: NIA ONLY FROM EVOLUTION
SILVER: NIA ONLY FROM EVOLUTION




234 OOSHISHI




TYPE 1: **NORMAL** HEIGHT: 4'7"
TYPE 2: **PSYCHIC** WEIGHT: 156 LBS.
NUMBER OF ATTACKS: 34
EVOLUTION: **NONE**
GOLD: ROUTE 36
SILVER: ROUTE 36




235 DOOBURU




TYPE 1: **NORMAL** HEIGHT: 3'11"
TYPE 2: **PSYCHIC** WEIGHT: 127 LBS.
NUMBER OF ATTACKS: 10
EVOLUTION: **NONE**
GOLD: ALF RUNS
SILVER: ALF RUNS




236 BARUKI



TYPE 1: **FIGHTING** HEIGHT: 2'3"
TYPE 2: **PSYCHIC** WEIGHT: 46 LBS.
NUMBER OF ATTACKS: 32
EVOLUTION: **UNEVOLVED**
GOLD: SUBIRACH MOUNTAIN (EVENT)
SILVER: SUBIRACH MOUNTAIN (EVENT)



237 KAPOERA



TYPE 1: **FIGHTING** HEIGHT: 4'7"
 TYPE 2: **PSYCHIC** WEIGHT: 105 LBS.
 NUMBER OF ATTACKS: 31
 EVOLUTION: **FROM BARUKI**
 GOLD: N/A (ONLY FROM EVOLUTION)
 SILVER: N/A (ONLY FROM EVOLUTION)

238 MUCHURU




TYPE 1: **PSYCHIC** HEIGHT: 1'3"
 TYPE 2: **PSYCHIC** WEIGHT: 13 LBS.
 NUMBER OF ATTACKS: 34
 EVOLUTION: **UNEVOLVED**
 GOLD: NURSERY (GET FROM EGG)
 SILVER: NURSERY (GET FROM EGG)

239 ELEKID




TYPE 1: **ELECTRIC** HEIGHT: 2'11"
 TYPE 2: **ELECTRIC** WEIGHT: 31 LBS.
 NUMBER OF ATTACKS: 35
 EVOLUTION: **UNEVOLVED**
 GOLD: N/A (ONLY FROM AN EGG)
 SILVER: N/A (ONLY FROM AN EGG)

240 BUBII



TYPE 1: **FIRE** HEIGHT: 2'3"
 TYPE 2: **PSYCHIC** WEIGHT: 47 LBS.
 NUMBER OF ATTACKS: 33
 EVOLUTION: **UNEVOLVED**
 GOLD: N/A (ONLY FROM AN EGG)
 SILVER: N/A (ONLY FROM AN EGG)

241 MILK TANK




TYPE 1: **NORMAL** HEIGHT: 3'11"
 TYPE 2: **NORMAL** WEIGHT: 164 LBS.
 NUMBER OF ATTACKS: 46
 EVOLUTION: **NONE**
 GOLD: ROUTE 38
 SILVER: ROUTE 38

242 HAPINASU



TYPE 1: **NORMAL** HEIGHT: 4'11"
 TYPE 2: **PSYCHIC** WEIGHT: 163 LBS.
 NUMBER OF ATTACKS: 45
 EVOLUTION: **FROM LUCKY (RAKID)**
 GOLD: N/A (ONLY FROM EVOLUTION)
 SILVER: N/A (ONLY FROM EVOLUTION)

243 RAIKOU



TYPE 1: **ELECTRIC** HEIGHT: 6'9"
 TYPE 2: **ELECTRIC** WEIGHT: 392 LBS.
 NUMBER OF ATTACKS: 39
 EVOLUTION: **NONE**
 GOLD: JYUUTO DISTRICT (EVENT)
 SILVER: JYUUTO DISTRICT (EVENT)

244 ENTEI



TYPE 1: **FIGHTING** HEIGHT: 6'10"
 TYPE 2: **PSYCHIC** WEIGHT: 436 LBS.
 NUMBER OF ATTACKS: 39
 EVOLUTION: **NONE**
 GOLD: JYUUTO DISTRICT (EVENT)
 SILVER: JYUUTO DISTRICT (EVENT)

245 SUIKUN



TYPE 1: **WATER** HEIGHT: 6'6"
 TYPE 2: **PSYCHIC** WEIGHT: 512 LBS.
 NUMBER OF ATTACKS: 40
 EVOLUTION: **NONE**
 GOLD: JYUUTO DISTRICT (EVENT)
 SILVER: JYUUTO DISTRICT (EVENT)

246 YOGIRASU




TYPE 1: **WATER** HEIGHT: 1'11"
 TYPE 2: **PSYCHIC** WEIGHT: 158 LBS.
 NUMBER OF ATTACKS: 32
 EVOLUTION: **UNEVOLVED**
 GOLD: SILVER MOUNTAIN
 SILVER: SILVER MOUNTAIN

247 SANAGIRASU



TYPE 1: **BUG** HEIGHT: 3'11"
 TYPE 2: **PSYCHIC** WEIGHT: 335 LBS.
 NUMBER OF ATTACKS: 34
 EVOLUTION: **FROM YOGIRASU**
 GOLD: N/A (ONLY FROM EVOLUTION)
 SILVER: N/A (ONLY FROM EVOLUTION)

248 BANGIRASU



TYPE 1: **GROUND** HEIGHT: 6'6"
 TYPE 2: **PSYCHIC** WEIGHT: 445 LBS.
 NUMBER OF ATTACKS: 46
 EVOLUTION: **FROM SANAGIRASU**
 GOLD: N/A (ONLY FROM EVOLUTION)
 SILVER: N/A (ONLY FROM EVOLUTION)

249 LUGIA



TYPE 1: **Flying** HEIGHT: 11'
 TYPE 2: **PSYCHIC** WEIGHT: 476 LBS.
 NUMBER OF ATTACKS: 51
 EVOLUTION: **NONE**
 GOLD: WHIRLPOOL ISLAND (EVENT)
 SILVER: WHIRLPOOL ISLAND (EVENT)

250 HOUHOU



TYPE 1: **Flying** HEIGHT: 12'5"
 TYPE 2: **PSYCHIC** WEIGHT: 438 LBS.
 NUMBER OF ATTACKS: 47
 EVOLUTION: **NONE**
 GOLD: SUZI TOWER (EVENT)
 SILVER: SUZI TOWER (EVENT)

251 SEREBII



TYPE 1: **GHOST** HEIGHT: 1'11"
 TYPE 2: **PSYCHIC** WEIGHT: 11 LBS.
 NUMBER OF ATTACKS: **UNKNOWN**
 EVOLUTION: **UNKNOWN**
 UNKNOWN



Bomberman Max - Red: Challenger / Blue: Champion

PUBLISHER: VITALIC DEVELOPER: HUDSON SOFT GENRE: ACTION/ADVENTURE

Bomberman is well known to gamers for being one of the most immersive multiplayer experiences around. Because of this series' popularity, we've seen the Bomberman franchise expand like rabbits in captivity. Thankfully, Vatical has produced an old-school version featuring all of the bomb-blasting good times that fans have been waiting for. Unfortunately, they left out the one thing that made the franchise so fun: rocking multi-player action.

Stealing an idea from another successful franchise, *Bomberman Max Red/Blue*, are the same game, but each features a different starring character and a few different items. In *Red*, you're Black Max, while in *Blue*, you assume the role of Bomberman. Fans of the series will appreciate the fact that gameplay is almost exactly like *reversed*.

Bomberman's of yore, with some interesting new features thrown in. With five worlds each with multiple levels, you'll encounter a variety of challenging landscapes. Your goal in other levels is to rescue little dragons called Charabombs out

of their holding cells. Once rescued, you can then trade them with friends through the link cable - just like *Pokémon*. Here's where the Game Boy adaptations diverge from the original formula in bad ways.

Multiplayer is a poor knock-off of *Pokémon*-like card games rather than the classic formula of bombing your opponent in a maze. While trading Charabombs is OK, the real fun involves blowing up items and enemies. Why Vatical and Hudson decided to replace a fun and exciting multiplayer mode with a boring and derivative card game is beyond us.

With nice graphics and interface, *Bomberman Max* for the Game Boy could have become a classic just like its console brethren. Instead, the handheld owners are given a good single-player experience and an uninspired multiplayer one.



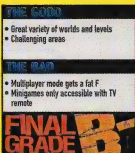
1. Beautiful worlds need to be blown up too. 2. Rescue the Charabombs and then you can play the boring multiplayer game. Then again, maybe I'll just stick with trying to rescue the Charabombs.
3. Just like the other *Bomberman* games, you'll have to blast yourself through the scenery to get at your enemies. 4. This pesky lizard has some serious gas.



MULTIPLAYER

Challenging friends to explosive multiplayer battles has been a hallmark of the Bomberman experience. Unfortunately, those annoying little *Pokémon* have sunk their claws into this option and, in the process, ruined the multiplayer game. Not only do you have to buy two carts in order to finish the game (think *Pokémon Red and Blue*), the multiplayer option has been reduced to a card game. Using captured Charabombs from the normal game, you'll use attack strategies that are turn-based, just like in *Pokémon Trading Card*. Booring! If you're smart, you'll stick to the normal mode.

Is that hair on my Pommy? Or is this just one bad multiplayer game?



Metal Gear: Solid

DEVELOPER: KONAMI PUBLISHER: KONAMI GENRE: ACTION

Solid Snake's recent resurgence into the game limelight in *Metal Gear Solid* on PlayStation is reflected in one of the best Game Boy Color games ever. Snake is in fine form in this game, with a ton of weapons, lots of items, and enough puzzles to keep any covert-operative busy for quite some time.

The game was far too short, leaving us wanting more, but that's just a sign of a great game. Even when players

get to the end, however, a "Special" mode opens up, which lets players go back through every stage in the game and try to complete three different goals.

The game's multiplayer lets two players go head-to-head, and the VR missions let players practice their skills. This game has everything the PS game had, but shrunk down for transport, and definitely one gamers will want to keep in their GB for quite some time.

1. Snake has to plant C4 while remaining undetected. Note the puddles of water—stepping in them will be an electrifying experience. 2. Even a killing machine has to flirt with the ladies. 3. Snake's fighting ability can only get him so far—puzzles will tax the brain as well as the brawn.

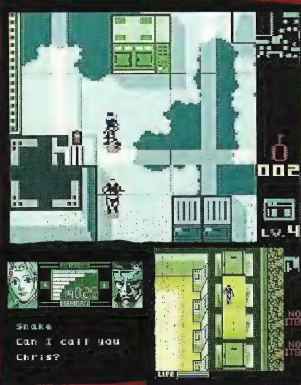
THE GOOD

- Wonderful controls
- Excellent story
- Good link-cable option

THE BAD

- Short primary mission
- Story is exactly like PS version

FINAL GRADE A+



Tomb Raider

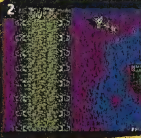
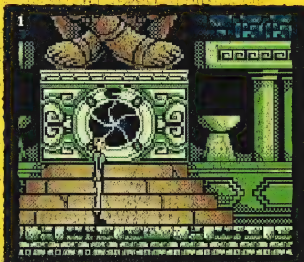
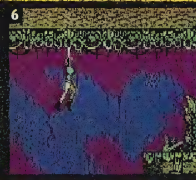
DEVELOPER: CORE DESIGN PUBLISHER: EIDOS INTERACTIVE GENRE: ACTION

Fans of Tomb Raider have been looking forward to a portable version of Lara Croft for some time. While the Game Boy game is far from perfect, it's an impressive first step into the world of 2D. But fans needn't worry, all of Lara's animations have been recreated, which means that Lara will roll forward and

back; she'll even do backflips, and pull herself up onto a ledge in a hand-stand.

Now the bad parts, the game suffers somewhat in play control. While Lara is lithe, she seems a bit sluggish when it comes to performing quick actions, like jumping off a ladder, rolling on the ground, and coming up with guns blazing. In many cases, she didn't even pull, but her guns wizen, we hit the Select key, which she's supposed to do.

While we miss some of the variety of weapons (Lara just uses different ammo for her pistol) and the crystal clear view of Lara's hair, the Game Boy game is an impressive handheld version. A worthy addition to the Tomb Raider fan's collection, although, less obsessed gamers might want to live a bit before they shed their dough on the game.



1. Lara's made it to the altar—let's just hope it's not a shotgun wedding. 2. All of Lara's moves are intact in the Game Boy version. 3. After the handstand, she'll do a little cheer for the home team. 4. Lara slides for home. 5. Vine swinging is good for the body and that health power-up won't hurt either. 6. Tarzan's got nothing on Lara.

THE GOOD

- Excellent animations, nice big sprites
- Excellent graphics
- Excellent levels

THE BAD

- No ammo
- Sluggish controls
- Poor sprite quality

FINAL GRADE B+

Looney Tunes Collector: Alert!

PUBLISHER: INFOGRAMES DEVELOPER: INFOGRAMES GENRE: ADVENTURE

We join our old pal Bugs Bunny, who while en route to a Pismo Beach vacation, overhears Marvin the Martian's plans to blow up Earth. Marvin is chastising K-9, his big green dog, for throwing out the ten pieces of a teleporter integral to his plans. As Bugs, you set out to find these parts and foil the arrogant alien's devious plans. Along the way, you'll meet up with the cast of the Looney Tunes universe. Some, like Foghorn Leghorn, can be persuaded to join you. Since they're essential to finishing the adventure, you'll have to win all 14 playable characters over to your cause. Others, like Witch Hazel, will offer you side quests. Finish these mini-adventures to further your efforts. Finally, other characters, like Porky Pig, will appear and, when you beat them, will be added to your gallery. These 47 collectible characters are why the game is being marketed as a Pokémon-type adventure.

Don't be fooled though, this game is no simple knock-off. It's a fun, action-packed adventure with great graphics and nice controls. So don't short-change by this game by comparison.

You'll need to use the IR port or a link cable to link up and trade for the characters that you don't have. Of course, there's a hidden character to add some mystery to the game (like Mew in Pokémon). Other than the trading feature, the simple multiplayer minigames are not worth the effort it takes to link up.

Th-th-th-that's all folks! Well, not really. Infogrames plans to put out a companion to this game called *Looney Tunes Collector: Attack!* You'll need this new cart to get into all the nooks and crannies of *Alert!* So, get ready, cuz you gotta catch 'em all! Whoops, wrong game.



1. Lucky for Bugs, Mugsy and Rocky ain't John Gotti and Sammy "The Bull" Gravano. 2. Be vevy, vevy quiet, Elmer's hunting wabbit. 3. Dive alert, dive alert! Nope, it's just Daffy checking out the underwater scenery. 4. The underground caverns are full of Martians and power-ups. 5. Bugs invades Marvin's spaceship. 6. Dyno-Mite! Bugs blasts through obstacles.

THE GOOD

- It's Bugs Bunny and friends
- Huge world to explore
- Great graphics

THE BAD

- Game is split between two carts
- Poor excuse for a multiplayer game

FINAL GRADE A-



It's What's for Dinner

So, have you ever wondered what would happen if Elmer actually caught Bugs? Well, wonder no more. The wascawy wabbit may be scrawny, but he sure is tasty. If you ever catch your self a little bunny rabbit, you should try this recipe. Hmmm, rabbit, they're good eatin'!

Bugs doesn't look too good, eh? Maybe this recipe will change your mind.

RABBIT STEW

1/2 c Flour
1/2 ts Salt
1/4 ts Pepper
2-3 lbs domestic or 2 wild Rabbits cut up
1 lg Onion
6 Slices of bacon
2 med Carrots
2 med Garlic cloves, crushed
1 Bay leaf
1 1/4 c Water
3/4 c Dry red wine
1 lb Packaged brown sugar
1/2 ts Salt
1/2 ts Dried rosemary leaves
1/2 ts Paprika
1 lb Cornstarch
2 ts Cold water

Mix flour, 1/2 ts salt and pepper. Coat rabbit with flour mixture. Cook bacon to crisp; drain and crumble. Put 2 lb bacon fat in dutch oven or cook rabbit in hot fat over medium heat turning occasionally, until brown. Add onions, carrots, garlic, bacon and bay leaf. Mix 1/4 c water, the wine, brown sugar, 1/2 ts salt, the rosemary and paprika; pour over rabbit. Heat to boiling

and reduce heat. Cover and simmer until rabbit is tender; about 1 to 1 1/2 hrs. Remove bay leaf.

Remove rabbit and vegetables, keep warm. Mix cornstarch and 2 tb cold water and stir into liquid in the dutch oven. Heat to boiling, stirring constantly. Boil and stir one minute. Pour sauce over vegetables and rabbit. 380 calories per serving. Yum!

My Tips For Handheld Success

Lay down

Relax

Put it in your hand

Play



Are you a Game Boy or a NeoGeo Lover?
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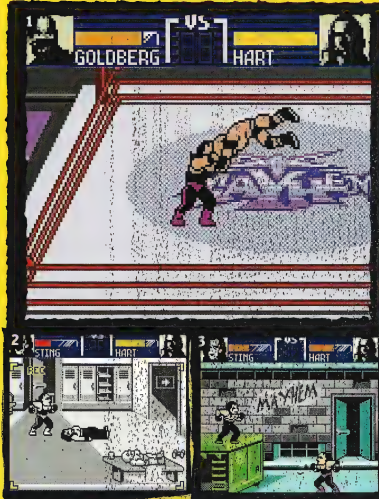
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WCW Mayhem

PUBLISHER: ELECTRONIC ARTS DEVELOPER: 2ND PRODUCTIONS GENRE: RASSLIN'

WCW *Mayhem* tries to bring the chemically enhanced, greased-up world of pro rasslin' to the Game Boy Color. Unfortunately, *Mayhem* is a suxup and pile driver away from being a good game.

Based on the N64 and PlayStation versions of the game, each character features their trademark taunts and special moves. Unfortunately, gameplay is lacking. With only two modes available and bad controls, this game is a poor adaptation of the real thing. Quest for the Best pits you against 11 wrestlers in one-at-one matches. It's the first mode. Beat them all, and you'll become champion. While being able to wrestle outside of the ring, backstage, and in the parking lot is fun, it soon becomes repetitive if it's too bad. Electronic Arts didn't include steel cage matches and fancy cut-scenes like in *WWE Wrestlemania 2000*. This would help make the game entertaining, since it doesn't take long to beat the

game. Thankfully, the second mode allows you to pile drive your friends "Big Sexy"-style through the link cable. The biggest problem is that the controls aren't as responsive as in the other fighting-type games. Getting off a move while arm wrapped with your opponent can be frustratingly slow. Then again, wrestling games have always been fairly one-dimensional when it comes to gameplay. Armchair wrestling fans will probably shell out the cash to purchase this game. So, for those fervent fanatics of this "sport entertainment," we recommend this game. For more sophisticated gamers, let's just say that you should spend your money elsewhere.

THE GOOD

- 12 wrestlers to choose from
- 28 link for multiplayer

THE BAD

- Awful controls
- No bikini-clad female wrestlers

1: Grease me up, I'm going in! 2: Who knows what kind of shenanigans go on in the locker room. 3: Time to take out the trash!



Rainbow Six

DEVELOPER: CRAWFISH INTERACTIVE PUBLISHER: RED STORM ENT. GENRE: ACTION

Rainbow Six, one of the most eagerly awaited PC games gets ruined again with another lousy videogame conversion. So what's the problem? Well, the play control is slow, players have to enter Run mode just to get anywhere,

and the Sniper mode is just plain ridiculous. And it gets better, while a large portion of the game depends on laying out a plan for your fellow operatives, the pathfinding is so poor that most of the other characters will invariably get stuck behind walls or trees.

Although it does have the story from the other versions, and it's always a blast to take control of an elite anti-terrorist force, the lack of multiplayer, horrid play control, and lackluster graphics make this one *Rainbow Six* title to be avoided. Buy the book. It'll fit in your pocket, cost about the same, and will provide far more hours of entertainment.



1, Running up to the enemy and firing madly is the best way to take out the terrorists. They're terrible shots. 3: The Night Vision goggles come in handy when it's dark out - the bad guys stand out like a sore thumb. 3. Sneaking up on the enemy and popping them in the back of the head is the true-blue American way! 4. Equip your team with different weapons and items and send them on their way.

THE GOOD

- Lots of gun-blazing action
- Plenty of strategy

THE BAD

- Terrible pathfinding
- Horrible sniping mode
- No multiplayer



Street Fighter Alpha

PUBLISHER: CAPCOM DEVELOPER: CAPCOM GENRE: FIGHTING

The Game Boy Color may rule the handheld market, but when it comes to fighting games, the NeoGeo spanks its butt. *Street Fighter Alpha* attempts to fill this void by offering a Game Boy version of the legendary arcade games.

Banking on the familiarity of the *Street Fighter* characters in this port, there are ten available (and three hidden) fighters straight from the *Street Fighter* series. But the sprites just look like poor, pixelated cousins of the original. Granted, this is the Game Boy we're talking about, but still, we've seen better graphics than this. When it comes to game modes, *Street Fighter* is about as deep as the kiddie pool at the YMCA. Gamers can select from the customary Arcade Mode and a

Training Mode, where fighters can, you guessed it, train. The simple story mode (Arcade Mode) pits you against computer-controlled fighters. Then, there's the multiplayer mode. Oh wait, the game doesn't offer that option. This severe oversight makes this average game even worse.

Although fighters are easy to control, the computer-controlled opponent is only so much fun to play. It doesn't take long for experienced, or even novice, gamers to finish the game.

If you're looking for good fighting games, buy a NeoGeo. If you're a hardcore Game Boy fan, then this is the best fighter of the lot. The choice is yours.



1. Ryu gets the crap knocked out of him by Charlie. 2. Adon dodges a killer blow from Sodom. 3. Rose and Adon duke it out. 4. What a great Taeko workout!

TIME OUT

- Controls are pretty good
- Same cast of characters
- It's not fun-based

TIME AWAY

- NO ©MSZ LINK CABLE OPTION
- Same cast of characters
- Where's the cool extras?



Supershot Golf Robot

PUBLISHER: CRAVE DEVELOPER: DIGITAL KIDS GENRE: SPORTS

Credit *Supershot Golf Robot* for having the gall balls to compete with *Mario Golf*, grabby the best game of the genre. Too bad, though, that *Supershot Golf Robot* fails to deliver any kind of real competition.

The absurd premise is that the world's golf courses have been taken over by robot Arnold Palmers that won't allow human hickies to play. In an effort to humiliate you, the robots have given you the opportunity to play against them. If

you win, humans can once again hit the links. Lose, and you're their caddy slave for life. You're also given a condescending robot caddy that calls you a "hairless monkey" when you hit bad shots (which you will). While the graphics are decent, you'll hate the interface. You'll use the standard power gauge, but the control isn't as good as *Mario Golf*'s or *Turf Master* on the NeoGeo. Difficult to play, this game isn't much fun and you won't want to play it too much. If you're looking for handheld golfing action, you can't miss with *Mario Golf*.



1. You "hairless monkey," you'll shank that shot for sure. 2. Nice stroke, Bob! With a swing like that you'll never play golf again. 3. Doomed to be caddy slave. This putt is impossible for a weak human like you.

TIME OUT

- Robots
- You'll be called a "hairless monkey"
- Golf balls

TIME AWAY

- Interface, Power Gauge, and controls
- Where's that cute little gopher?



Pokémon Trading Card Game

DEVELOPER: NINTENDO PUBLISHER: NINTENDO GENRE: ROLE-PLAYING GAME

If you've played the Pokémon Card Game you'll be delighted to know that the Game Boy version is a very faithful adaptation. All of the cards you're familiar with are available in the GB game, so all the strategies you've perfected in that version will work here, too. But, the GB cart gives you a whole

new way to enjoy the game you know and love. Basically, you work your way through eight Card Clubs to earn the right to battle the Grand Masters for their Legendary Pokémon Cards.

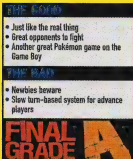
If you're new to the Pokémon Card Game phenomenon, you may be overwhelmed at first.

But, there's plenty of information to help you get the hang of how to play. In fact, this is the perfect way to learn. Think of it as Card Game Boot Camp.

This is a great looking cart with lots of depth and replayability. It is one more in a long line of must-have Pokémon products.



1. It's just like the real thing. **Pokémon Trading Card Game** pits deck against deck in a match to the finish. 2. Dr. Mason will help you out with great Booster Pack cards. This Colosseum card will help you defeat the Grand Masters. 3. Visit all the clubs on your way to battling the Grand Masters. The Lightning Club is electrifying.



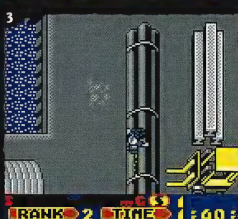
Tony Hawk's Pro Skater

DEVELOPER: NATSUME PUBLISHER: ACTIVISION GENRE: SPORTS

This game is a blast to play! With nine professional skaters, three modes, and several different half-pipes and courses to choose from, you'll be entertained for hours. Through the link cable, you'll even have a chance to race against friends. So, toss out your old copy of 720°, borrow your girlfriend's kneepads, and get ready to pull Japan Ais from the comfortable confines of your living room.

The game modes, although limited, are definitely entertaining. The race option lets you speed down ramp-strewn

city streets, parks, and other restricted areas. You can grind on a variety of curbs and rails, skate over cars, and even knock down your computer-controlled opponents. Speed boosters can be found all over the course. At first, the tiny skaters are hard to control, but once you get the hang of it, it's all good. The half-pipe mode lets you session and pull pint-sized Method Ais, 720s, and even backflips. Just like in the PlayStation version, multiple-trick combos will give you bigger point totals. Buy this game and your knees will thank you.



1. *THPS* has a little bit for all skaters. Ramp dogs delight. 2. Bang and bash opponent skaters. 3. This guy sure knows how to grind that pipe.

THE GOOD

- Addictive gameplay
- Well-designed courses
- Saler than the real thing

THE BAD

- Looks like 720°
- I have blisters on my thumbs!

FINAL GRADE B+

NOT
AS SEEN ON
TV

HERE'S 3 NEW WAYS TO SCREW AROUND AND ACCOMPLISH NOTHING!



GOOF-OFF
ANYTIME,
ANYWHERE!

"I've been canned from my
last 4 jobs! THANKS, 3DO!"

Clifton Beaumont III
ATLANTA, GA



ONLY FOR



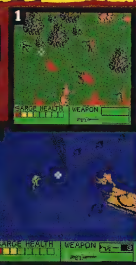
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FROM!
3DO[™]
www.3do.com

ARMY MEN

PUB: SDO
DEV: DIGITAL ECLIPSE
GENRE: ACTION/STRATEGY

Army Men promises real combat, plastic men. Instead, it delivers awkward controls, really small men. The slow-moving tiny green Sarge's default controls involve rotating your target and running forward. The alternative isn't much better, allowing you to point your gun in only eight directions. This makes it almost impossible to target your enemy in a pinch. Once you get used to the default controls, the game is a slow-paced blastfest. You spend the entire game wandering around killing all the tanks that you encounter. While fun at first, this grows pretty tiresome. However, the weapons you pick up help pick up the action, especially the flamethrower. Driving around in the jeep is fun, too.



1. Sarge has his tiny green hands full. 2. Are you happy to see me or do you have a tank in your pocket?

THE GOOD

- Over 20 missions
- Tanks, flamethrowers, and missile
- Good sound

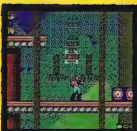
THE BAD

- Tiny, tiny army men shoot even bigger bullets.
- Frustrating game controls

FINAL GRADE C+

BIONIC COMMANDO

PUB: NINTENDO
DEV: NINTENDO
GENRE: PLATFORM ACTION



Shrunk to fit the Game Boy Color, this arcade/NES classic is a joy to play. With over 20 challenging levels to conquer, you'll blast your way through deserts, mountains, and futuristic cityscapes. Also new to this version is the ability to play as a female commando.

THE GOOD

- Good old-school graphics
- Excellent control
- Cool weapons—like sniper scope

THE BAD

- More classic NES games aren't on GB
- Only available for Game Boy Color

FINAL GRADE B

WORMS ARMAGEDDON

PUB: INFOGAMES
DEV: INFOGAMES
GENRE: TURN-BASED STRAT.



Worms Armageddon pits worm against worm in a turn-based battle royale. But you'll be disappointed in this scaled-down version, which by the way, has no link cable option for a two-player game. And like the link cable option, much of the game's character was also lost in the translation.

THE GOOD

- Those wacky worms
- Cool weapons—like sheep
- Fun and interesting landscapes

THE BAD

- NO OTHER LINK CABLE OPTION??
- Redundant gameplay

FINAL GRADE C

BATTLETANX

PUB: SDO
DEV: LUCKY CHICKEN GAMES
GENRE: ACTION



BattleTanx takes place in the post-apocalyptic future. Players have a choice between three powerful tanks to control. With fifteen levels spread through five U.S. cities, gameplay is brutally fast. When it comes to fun, this tank doesn't shoot blanks.

THE GOOD

- 15 different game levels
- Detailed landscapes are fun to destroy.

THE BAD

- Controls could be better
- No link cable option
- Female tank commanders would be awesome!

FINAL GRADE B

PUCHI CARAT

PUB: TAITO
DEV: IATSUME
GENRE: PUZZLE GAME



The puzzle game genre teems with original titles. Puchi Carat is no exception. It's gameplay is a combination of Bubble Bobble and Bust-A-Move, but lacks the control and replayability that made those titles instant classics. It also has a distinctive Japanese feel. An over-the-top rental arc best.

THE GOOD

- BubbleBobble of Bwakawak
- Nice character sprites like...

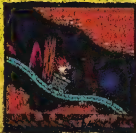
THE BAD

- Unintuitive gameplay
- No two-player mode

FINAL GRADE D

RUGRATS: TIME TRAVELERS

PUB: THQ
DEV: THQ
GENRE: ACTION ADVENTURE



Designed and voiced by Brad Pitt, Rugrats: Time Travelers is a fun, colorful, and detailed platformer that's a bit different from other classic platformers. It's a little great, but because of the subject matter, older gamers will probably want to avoid these bratty toddlers, unless you just love the Rugrats.

THE GOOD

- Large colorful animated sprites
- Backgrounds are equally vibrant and detailed

THE BAD

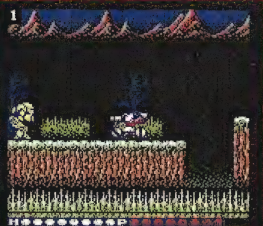
- Slow-moving, clunky controls
- Did we mention the game also has annoying little Rugrats?

FINAL GRADE B-

BLASTER MASTER: ENEMY BELOW

PUB: SUNSOFT
DEV: SUNSOFT
GENRE: PLATFORM ACTION

Blaster Master: Enemy Below is another classic NES 8-bit game making its first appearance on Game Boy. Your task is to exterminate a race of alien hybrids that have burrowed underground. While blasting alien scum is fun, the levels just don't have much variety to em. Graphically, each level looks the same and plays the same, which diminishes replayability. Exploring the world should be as much fun as blasting the enemy, but that's just not true here. Control, on the other hand, is this game's trump card. The tank is easy to control, especially up and over obstacles, which you'll be doing a lot. Other than that shining point, this game is merely average.



1. That's a tight ledge, glad I had a light lunch. 2. Strange ball-like aliens will try to capture and probe you. 3. Ugh, how did I get my tank stuck up here!

THE GOOD

- Good control
- Detailed character sprites
- All-new alien hybrids

THE BAD

- Lack of replay value
- Dull landscapes

FINAL GRADE C

MICKY'S RACING ADVENTURE

PUB: RARE
DEV: DISNEY INTERACTIVE
GENRE: ADVENTURE

With massive theme-park-like tracks (players rip through rapids on the water ride) and an adventure setting that features Disney animated stars like Mickey, Donald, and Goofy, this game plays great, looks great, and has great depth. Although the adventure gets tedious sometimes, the minigames and racing elements are enough to keep you busy for weeks. Rare, the developer of *Perfect Dark* and other Nintendo gems, did a stellar job on game design. The extras, players can print out pictures from the game with the Game Boy printer and send messages to friends via the Infrared Port, are amazing. But they've overlooked a link cable option, so you won't be able to race your friends.



1. Pluto digs for a bone in one of the minigames. 2. So it may not be Splash Mountain, but it's just as fun to take a boat for a spin here.

THE GOOD

- The minigames could stand alone
- Disney goodness and wholesome fun
- After I finish, I'm going to Disneyland

THE BAD

- NO @!#\$% LINK CABLE OPTION???
- Adventure elements become tiresome

FINAL GRADE B

QIX ADVENTURE

PUB: TAITO
DEV: NATSUME
GENRE: PUZZLE GAME



A popular arcade game, Qix still utilizes the same old-school graphics and sound of the original. The game is pretty simple, using your Qix, you try to claim as much real estate as you can in a limited amount of time and while avoiding enemies. Solid fun and easy to learn and play.

THE GOOD

- Addictive as ever
- A perfect road trip game
- The adventure mode is a great addition

THE BAD

- No one remembers Qix

FINAL GRADE B

NBA 3 ON 3 FEAT. KOBE BRYANT

PUB: NINTENDO
DEV: LEFT FIELD PRODUCTIONS
GENRE: ACTION/STRATEGY



This feature-packed, fully licensed basketball game is more of a simulation than a jam session, but it's still fun, once you get over the poor graphics and awkward controls. For portable handheld basketball action, you can't go wrong with it. Unless you've got no game at all.

THE GOOD

- Create custom players
- Two-player mode with link cable
- Real NBA players and teams

THE BAD

- Graphic detail is lost in the tiny screen
- Awkward controls

FINAL GRADE B

WWF WRESTLEMANIA 2000

PUB: THQ
DEV: THQ
GENRE: RASHLAY ACTION



Can you smell what The Rock, Stone Cold Steve Austin and Mankind are cooking? A mediocre fighting game with a great license. Signature moves are included, but limited. The game's saving grace is the two-player mode (supplied via a link cable).

THE GOOD

- Two-player mode with link cable
- Talking smack
- The Steel-Cage Match jabron!

THE BAD

- Limited number of signature moves
- Game eventually turns into a button-mashing fest.

FINAL GRADE C

PRO DARTS

PUB: VITALIC
DEV: VICARIOUS VISIONS
GENRE: BAR GAME



Pro Darts is jam packed with six addictive modes that'll keep you glued to your Game Boy for hours. When it comes to replayability, *Pro Darts* hits a bulls-eye. Although the graphics aren't that great, *Pro Darts* is compulsive fun that's perfect for those long car rides. Just don't play and drive!

THE GOOD

- Darts on Game Boy!
- Six different game modes
- The cart talks!

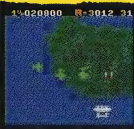
THE BAD

- No link cable option, so two players must take turns on the same Game Boy

FINAL GRADE B

1942

PUB: CAPCOM
DEV: DIGITAL ECLIPSE
GENRE: ACTION



Another quarter-munching classic perfectly translated for the Game Boy Color. It may not have the depth of other titles, but for a quick shoot-em-up fix, *1942* is a great choice. From start to finish, it's tasty thumb candy that fits the Game Boy perfectly. Play for five minutes or five hours, it never gets old.

THE GOOD

- An almost exact translation
- Damnable so simple, anyone can play it

THE BAD

- 32 levels of planes to shoot down
- Damnable so simple, anyone can play it

FINAL GRADE B

TRICK BOARDER

PUB: NATSUME
DEV: NATSUME
GENRE: RACING



Trick Boarder is a one-trick pony. It's a fun racing game, but nothing much more than that. This top-down racer challenges you with various obstacles, rails, and jump. Get bored of these, though, and you'll have to head back to the cabin. Once there, you can hang out with ski bunnies by the fireplace.

THE GOOD

- Snowboarding on your Game Boy
- Snowboard racing is cool!
- Great sound effects

THE BAD

- Annoying cut-scenes for tricks
- Limited replay value

FINAL GRADE C

RAYMAN

PUB: UBI SOFT
DEV: UBI SOFT
GENRE: PLATFORM ACTION

Based on the million-plus seller, *Rayman* and his colorful animated world puts the Game Boy Color through its paces. Watch in amazement as Rayman goes into action, swinging across piranha-infested waterways, climbing vines, and floats like a helicopter above his enemies. And that's just the tip of the iceberg of what this little guy can do! When it comes to playability, few side-scrolling platformers have the level of control that *Rayman* offers, and graphically, hardly anything can touch it, just look at those screenshots; it seems all 56 colors were squeezed out of the Game Boy. You'll be jumping, running, and climbing all day long.



1. Look Ma, no arms - or legs!
2. Rayman loves playing around in the bush.

THE GOOD

- Incredible color and graphics
- 9 worlds, 30 levels. Including new levels exclusive to the Game Boy game.

THE BAD

- Carny sound effects
- Rayman doesn't have a girlfriend

FINAL GRADE A+

HAND-TO-HAND COMBAT

THE MATCH OF THE MILLENNIUM?



Are You Ready?!?

In this corner, the challenger for the title belt, from Japan, the nimble NeoGeo Pocket Color. This young upstart fought its way up from humble beginnings to take a shot at Game Boy Color and the U.S. market. It combines speed with pizzazz and promises to give the champ a tough fight. And, in this corner, the heavy-weight champion of the world, Nintendo's Game Boy. The champ's been a solid performer for over a decade and he's still going strong.

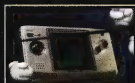
If you want the latest and greatest, you should probably be eyeing SNK's NeoGeo Pocket Color. Besides a 16-bit CPU (compared to Game Boy Color's tiny 8-bit brain), the NeoGeo also has a slightly larger screen, can display more colors at once, has better sound, and, get this, even links up to a Dreamcast!

Of course, besides killer technology, a system also has to have great games. Otherwise, what the heck's the point of owning it? But the NeoGeo won't let you down there, with 32 games already available and more coming out every month. While there aren't as many games available for the NeoGeo as there are for the Game Boy (the system has, after all, been available in one form or another for over decades), those that are available are competing head-to-head with the best the Game Boy has to offer. In fact, some categories like fighting are dominated by the NeoGeo.

Whoever the winner is, they'll face a tough road ahead. New systems, like the Wonderswan, are popping up all the time. And Game Boy Advance is on the way too!

So now it's time! The two current contenders are about to go head-to-head and fight it out. Who takes home the belt? Let's find out. There's the belt for the opening round!

TALE OF THE TAPE



NeoGeo Pocket Color

CPU: 16-bit CPU running at 6.144 MHz

SCREEN: 2.6" display
160x152 resolution
146 colors displayable at once out of 4,096 possible.

SOUND: 5-channel stereo sound

MISC: Built-in alarm clock, calendar, and horoscope

GAMES AVAILABLE: 32 and growing

MSRP: \$69.95



Game Boy Color

CPU: 8-bit CPU running at 8 MHz

SCREEN: 2.375" display
160x144 res with 56 colors
320x288 res with 24 colors
56 colors displayable at once out of 32,000 possible

SOUND: 4-channel stereo sound

MISC: Built-in infrared port, backwards compatible with all Game Boy titles

GAMES AVAILABLE: 50 for GBC only, over 1,000 in the GB library

MSRP: \$69.95

As you can see, the two handhelds have very similar specifications. NeoGeo's big advantage is its 16-bit CPU (it has a much slower version of the Game Boy's CPU just for sound). Still, the Game Boy more than holds its own due to a slightly higher clock speed and, well, hundreds of games (because it's backwards compatible with Game Boy titles). Here comes the second round...



ACCESSORIZE YOUR NEOGEO

What good is a machine if you can't customize it? You know, like chromin' your Harley or dropping your 'stang. But the NeoGeo has cool accessories too, allowing you to put your own personal stamp on your NeoGeo. The SNK line of add-ons are a bit generic, available only in black, but the line-up is comprehensive. Still, it's Nyko who offers up the most choices for cool, stylized NeoGeo gear. In fact, besides SNK, they're the only ones who make add-ons for the system.



DC LINK

The NeoGeo- Sega Dreamcast link cable lets you hook up with what the NeoGeo aspires to be.



WORM LIGHT

Nyko's best-selling Game Boy gadget is now available for the NeoGeo. A must-have for late-night gaming sessions.



NEO LINK CABLE

A plain black link cable from SNK or the cooler stylized transparent one from Nyko? Which one would you pick? Comes in handy for picking fights.



SHOCK N' ROCK

Again, Nyko keeps rockin' the NeoGeo with cool add-ons like... Shock n' Rock. This gadget adds vibration and sound to your NeoGeo. Rock on Nyko.

ALSO AVAILABLE:

- A 12V AC adapter. It isn't portable, but it will save you money on batteries.

A customized NeoGeo won't help you finish *Sonic* or *Metal Gear* any faster, but it should make the games more fun.

THE GAMES SQUARE OFF

A game system is defined by the games it plays. Here we match up the heavy hitters from both the NeoGeo and Game Boy and see which game comes out on top. Once you decide what types of games you like, take a look below to see which system is right for you.



The Match of the Millennium vs. Street Fighter Alpha



The NeoGeo's *The Match of the Millennium: SNK vs. Capcom* pits fighters from the *Street Fighter* series against SNK's huge rogues gallery.

Pros

- Lots of characters
- Great control and graphics
- Tons of game modes

Cons

- Need to find a friend to go head-to-head



Street Fighter Alpha, the handheld adaptation of the classic *Street Fighter*, is Game Boy Color's latest and greatest entry in the fighting genre.

Pros

- Nice gameplay
- Good variety of well-balanced characters

Cons

- No two-player mode
- Limited modes
- Game feels dated

and the winner is...

NeoGeo's *The Match of the Millennium: SNK vs. Capcom*

With its extras and top-notch controls, *Match of the Millennium* dominates the category.



Sonic the Hedgehog vs. Super Mario Brothers DX



Sonic's speedy blue mascot finds a home in your pocket with the surprisingly vivid *Sonic the Hedgehog Pocket Adventure*.

Pros

- Blazingly fast with amazing graphics
- Great controls
- Extra puzzle mode adds replayability

Cons

- Levels have some slowdown



Super Mario Brothers Deluxe is Game Boy Color's flawless adaptation of the NES classic, *Super Mario Brothers* but with tons of extra goodies.

Pros

- Classic platform game translated perfectly
- Lots of levels and tons of extras
- It's me, Mario!

Cons

- 80s gameplay and graphics

and the winner is...

Nintendo's *Super Mario DX*

Let's face it, *Sonic* is a blatant rip-off of the original side-scrolling king - *Mario*!

Pocket's Big Brother

One of the most exciting things you can do with NeoGeo is hook it up to a Sega Dreamcast and trade information between games. Right now if you own copies of *King of Fighters R2* or *The Match of the Millennium* for the NeoGeo and *King Of Fighters Dream 1999* for Dreamcast, you can use the NeoGeo/Dreamcast link cable to trade information between the two systems. With this link-up, you can use

the Character points you earn in the Dreamcast game to earn new secret special moves in both games. In the future, as more third parties (more like it!) start making games for the NeoGeo we can expect even more games to link up with their Dreamcast counterparts.



Getting connected.

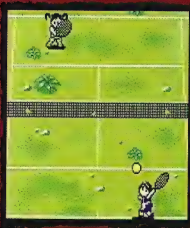


Another screen shows the data as it transfers.

NeoGeo hooked up to a Dreamcast
Talk to me, baby!



Pocket Tennis Color vs. Mario Golf



NeoGeo's best sports offerings, *Pocket Tennis Color*, is a fun and surprisingly addictive tennis game with great controls that really bring you into the action.

Pros

- Incredible controls
- Lots of well-balanced players
- Five secret players to unlock

Cons

- Tournaments are all very similar



Mario Golf is the Game Boy Color's most realistic golf game. Featuring all your favorite Nintendo characters, *Mario Golf* has a variety of courses, hidden areas, and challenging skill tests.

Pros

- Incredibly in-depth gameplay
- Tons of hidden stuff
- You can swap players with the N64 version

Cons

- None to mention, the game is flawless

and the winner is...

Game Boy Color's *Mario Golf*

Mario wins again, this time pounding *Pocket Tennis* with its incredible depth and extra content.



Metal Slug: 2nd Mission vs. Duke Nukem



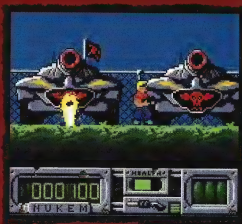
NeoGeo's amazing sequel, *Metal Slug: 2nd Mission*, improves on the original and offers up extremely well-done side-scrolling, shoot-em-up action.

Pros

- Lots of different weapons and vehicles
- Amazing backgrounds
- Huge bosses and great enemies

Cons

- Storyline isn't very involving



Duke Nukem brings the original side-scrolling, shoot-em-up action of the PC game to your handheld. Great weapons and added grit make this a standout game for the GBC.

Pros

- Excellent translation
- Great weapons
- Big levels with lots of variety

Cons

- No one-liners from Duke
- Sprite glitches and graphics slowdowns

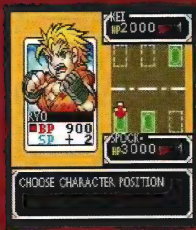
and the winner is...

Neo Geo's *Metal Slug: 2nd Mission*

Duke may be the king baby, but he can't touch *Slug's* playability and graphics.



Card Fighters' Clash vs. Pokémon Trading Card



The NeoGeo's *The Match of the Millennium: SNK vs. Capcom* pits fighters from the *Street Fighter* series against SNK's huge rogues gallery.

Pros

- Tons of cards and strategies to figure out
- Very addictive gameplay
- The final tournament quest takes lots of time.

Cons

- Slightly repetitive
- Two versions



Pokémon Trading Card brings the incredibly popular Wizards of the Coast card game to the Game Boy.

Pros

- The real card game
- Over 200 cards to collect
- Unlike the real card game, you don't need a friend to play

Cons

- Mandatory tutorial is long and boring

and the winner is...

Game Boy Color's *Pokémon Trading Card*

Both games are great, but *Pokémon Trading Card* brings home Pikachu.



Biomotor Unitron vs. Pokémon Yellow



Biomotor Unitron puts you in the seat of a Giant Robot as you quest through randomly generated dungeons to become the Master of Masters.

Pros

- Random dungeons offer infinite replayability
- Lots of ways to customize your robot

Cons

- A weak storyline



Pokémon Yellow is a huge RPG where you guide Ash and Pikachu out into the world to do battle and ultimately collect all 151 pocket monsters.

Pros

- Collection aspect adds tons of playability
- Long, involving quest

Cons

- The game takes a REALLY long time to beat

and the winner is...

Game Boy Color's *Pokémon Yellow*

Pokémon wins by a landslide. It's compelling and addictive. Millions of GBC owners can't be wrong.



The Bottom Line...

So, with over a thousand titles to choose from, the Game Boy Color puts the smack down on the NeoGeo's library in terms of quantity and edges it out in terms of quality. Still, if you're looking for a quality fighting experience on the handheld, then the NeoGeo is the ONLY way to go. But there's more to gaming than just fighting games. While it may have won a battle, it lost the war. NeoGeo still needs to play catch-up before it can truly be a contender to the throne.

NEOGEO REVIEWS & PREVIEWS

So that's how the best NeoGeo games stack up against their Game Boy counterparts. Not bad for a system that hasn't even been around for a year. So what else does the NeoGeo have in

store for gamers? See for yourself, check out our complete guide to all the current and upcoming titles. Let's start with the cream of NeoGeo's crop - the fighting games. First up...

CAPCOM vs. SNK



ZANGIEF

Zangief, a stout Russian strongman whose strength is unmatched.



MORRIGAN

The dark and mysterious Morrigan is swift as a bat.



RYU

Determined and disciplined, Ryu is a formidable opponent.

CHUN-LI

Quick and agile, Chun-Li's deceptively strong.



MAI

With the skill of a ninja, Mai Shiranui is one deadly package.

IORI

Iori Yagami is a macabre fighter with cunning skill and strength.

KYO

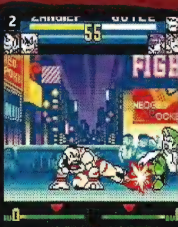
Deadly and fast, Kyo Kusanagi is a blindingly fast opponent.

TERRY

The fearless and resilient Terry Bogard is a born leader and a great fighter.



The Match of the Millennium: SNK vs. Capcom



Without a doubt *Match of the Millennium: SNK VS Capcom* is one of the best fighting games for any handheld system. Not only is the game highlighted by signature butt-kickers like Capcom's Ryu and Chun-Li, but SNK's arcade fighters aren't slouches either.

EVERY BODY WAS KUNG-FU FIGHTING



So, what makes *MOTM* so special? For starters, it's chock full of features that make other fighting titles pale in comparison. The game is loaded with different battle modes and minigames that will keep you busy for hours on end. In Tournament mode, you'll battle your way to victory against a smorgasbord of opponents controlled by the CPU. In the SC Olympics, many different events test your fighting abilities and allow you to open up secret attacks for your character. In addition to all these challenging and fun modes, a glance at the list of characters reveals who's who of the SNK and Capcom fighting series. Classic fighters like Ryu and Ken are all there for the picking. You'll also find an event that features Arthur from *Ghost and Goblins*. Like the other SNK fighters, you can use the link

sable to battle friends for schoolyard bragging rights or exchange data with other units and games, even with the Sega Dreamcast. Character control in *MOTM* is top-notch. Basic moves are easy to master, while the more advanced ones require some patience and skill to learn—but they're worth it. Graphically, *MOTM* is really impressive for a handheld game. The colors are fabulous, and the characters look great. You can even change the color of their uniforms. All these factors give you a handheld gaming experience that's unparalleled. All this adds up to a game with great replayability. This is a wonderful handheld fighter with enough depth to keep you entertained for weeks.

TIME GAMER

- Controls as attractive as Britney Spears
- Classic Capcom and SNK characters

TIME WASTER

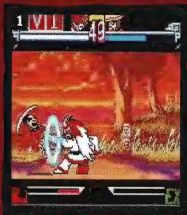
- Not enough hours in the day to play

1. B.B. Hood, a poster child for the NRA, is gunning for Athena. 2. Zangief gives Guile some grief. 3. Iori puts the smack down on B.B. Hood. 4. Mai is fazed by Nakoruru's explosive jab.



FINAL
GRADE

The Last Blade: Beyond the Destiny

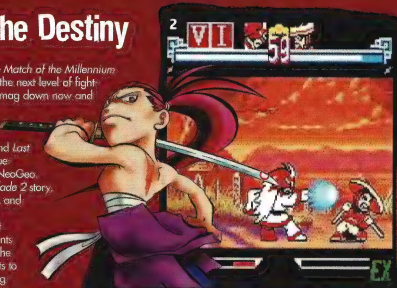


If you've finished the *The Match of the Millennium* and want to move on to the next level of fighting games, then put this mag down now and run out and buy *The Last Blade*.

Combining the storylines of both *Last Blade* and *Last Blade 2*, this cart is a value-packed addition to your NeoGeo. Beginning with the *Last Blade 2* story, the game will switch back and forth with the *Last Blade* storyline, so you shouldn't miss a beat. You earn points as you progress through the game and use those points to purchase scrolls containing

story information, hidden moves, and images of the fighters. Of course, it's not the story that you want. You want a butt-kicking good time and *Last Blade* delivers. The most noticeable improvement in this game is the animation. When a character's been hit, the animation is pretty impressive. Fighters get slammed into the edge of the screen when you kick them and characters crumple when a good hit has been executed.

This title combines all the great things about *The Match of the Millennium* and *Samurai Showdown 2* into an intense fighting experience. The minigames, fighting sequences, and tons of characters make *Last Blade* a worthy addition to your NeoGeo library.



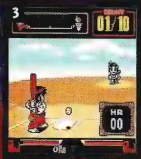
THE GOOD

- Characters, minigames, and other features
- Great fighting sequences
- Cool character animations

THE BAD

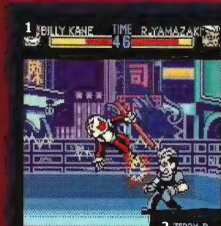
- This game is so good, I can't think of a single one

FINAL GRADE **A**



1. Zanetsu takes one on the chin.
2. A glutton for punishment, Zantetsu takes a licking and keeps on kicking.
3. Minigames abound in *Last Blade*, like this baseball minigame. A fun diversion from the main action.

THOSE CATS WERE FAST AS LIGHTNING



Fatal Fury: First Contact

Fatal Fury: First Contact is one of those fighting games that falls short when compared to the other fighters on the NeoGeo. A good game in its own right, it pales in comparison to the depth of the other fighters. Flaws notwithstanding, the game can be fun to play, just not as much fun as *The Match of the Millennium* or *King of Fighters R-2*.

Fatal Fury features a slew of characters and gameplay is fair, but isn't as fast-paced and fun as the other fighting games. Just like in the arcade, *Fatal Fury*'s Power Gauge System is activated and increased when you attack opponents with combo attacks or with power moves. Depending on Gauge strength, three special attacks: the Break Shot, Mighty Mauler Power Move, and Hidden Ability Boppers, become available.

The game's greatest drawback is its small number of available options. Once you fight through the tournament in less than an hour, there isn't much to make you want to come back for more. Another black eye for *Fatal Fury* is the slow fighting sequences. This is especially frustrating when you're using combos or power moves, which bog down as if there are training wheels attached to the game. For newcomers, this game may be acceptable, but it just isn't full enough for a fighting veteran. Over time, *Fatal Fury* becomes boring and predictable and just doesn't compare to the other great fighters.



1. Walk softly, but carry a big stick — although it doesn't seem to help much here.
2. Terry gets a ride back to the trailer park, courtesy of Andy's punch.
3. Terry returns the favor as Andy gets a taste of his own medicine.



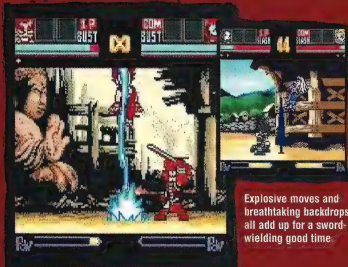
THE GOOD

- Power Gauge System adds lots of depth
- Two-player link cable mode

THE BAD

- Sluggish gameplay
- Lacks depth, replayability
- Doesn't even begin to compare with the other SNK fighters

FINAL GRADE **C**



Explosive moves and breathtaking backdrops all add up for a sword-wielding good time.

Samurai Shodown! 2

Samurai Shodown! 2 is a great game for fans of Akira Kurosawa films (Samurai films are the Japanese equivalents of American Westerns). Sick of just punching and kicking your opponents? *SSI2* gives you the opportunity to slash and cut opponents like aluminum cans. In late-night knife commercials.

A cut above similar sword-based fighters, *SSI2* has a variety of well-designed fighting modes. There's a typical one-player story mode, as well as a Survival mode that allows you to take on as many opponents as you can without any continue options. In this mode, play as long as you can without losing. VS Play mode lets you battle friends via the link cable. As with the other fighting games, this mode is great fun. When you're finished fighting, you can also trade graphic cards, which you'll find throughout the game. Gameplay is fluid and fast; replayability is as good as *King of Fighters R-2* or *Match of the Millennium*, and the controls are great. Depending on how long you hold down the A button, a strong or weak move is executed. To top it off, the graphics are really impressive. The stunning backdrops blow away graphics found on other games. Unfortunately, the game's attention to detail in the manual is lacking.

Like other NeoGeo games, it doesn't seem like much was done at all to prepare this game for the American market. Nevertheless, if you're an arcade-fighting game nut, then this is the perfect addition to your collection.

THE GOOD

- High-octane battle options
- Fighters' moves are the same as in the arcade
- Fighting moves are easy to learn

THE BAD

- Want more characters
- I wish I'm learning Japanese. I really think so.

FINAL GRADE A-

King of Fighters R-2



1. Shermie is pulling a world-famous Jean King on Saisyu. 2. Yashiro finds out the hard way that Kyo has really long legs.

To say that *King of Fighters R-2* translates well to the NeoGeo is an understatement. In fact, next to *Match of the Millennium*, this game is one of the best fighters to be found on any handheld. *King of Fighters'* fast-paced gameplay is as addictive as sugar and just as sweet. Enhancing the game is the ability to choose between 3-on-3 team battles where you choose the order in which your fighters battle or the typical 1-on-1 battles. Among the characters you can choose from are favorites like Kyo Kusanagi and the villainous Iori Yagami. Like its arcade big brother, *KOF* features a VS mode that lets you battle the computer or a friend through the link cable.

You can also trade skills with your friends. A sparring mode allows gamers to hone up on their fighting techniques. The *KOF* graphics are great, especially when the fighters kick and punch. Bringing the NeoGeo to the 21st century is the DC mode, which lets you link *KOF* to the Dreamcast. Once connected, you can exchange skills between the handheld game and the console version. *KOF* is a must-have for the NeoGeo. It's a game that appeals to novice gamers and to those who live and breathe fighting games. With several entertaining game modes, a wealth of classic and new characters to fight with, and great graphics, *KOF* is a game you'll return to time and again.

THE GOOD

- Fast paced
- Engrossing gameplay for hours of just whoopie! fun
- Superb control, excellent graphics

THE BAD

- Fun factor doesn't match *Match of the Millennium*

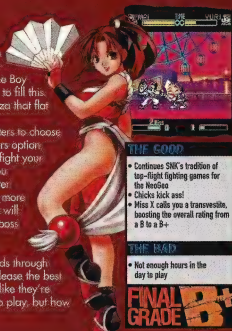
FINAL GRADE A-



Gals Fighter

Quick, list ten games for the handheld market with an all-girl cast. Only one game comes to mind: the horrible *Adventures of Mary Kate and Ashley* for the Game Boy Color. Surprisingly (and thankfully), NeoGeo is trying to fill this void with *Gals Fighter*, an all-girl fighting extravaganza that flat out rocks.

Gameplay is fast and furious with eight female fighters to choose from. The highlight of the game is the Queen of Fighters option, which is the game's story mode. In this mode you will fight your way through a bevy of CPU-controlled beauties. As you progress, you earn bonus items that can be used in later bouts. Advance further and some opponents will have more than one item after you beat them. These special items will come in handy when you face Miss X, the mysterious boss of the mode. Beat her and you'll win the coveted "K. Tolisana," which grants any wish for your fighter. Again, a VS Mode is available so you can battle friends through the link cable. Give credit to SNK for continuing to release the best fighting games for the handheld market, but it looks like they're beating a dead old horse. Sure, the games are fun to play, but how many blasted fighting games do you need!?



THE GOOD

- Continues SNK's tradition of top-flight fighting games for the NeoGeo
- Checks lock ass!
- Miss X calls you a transvestite, boosting the overall rating from a B to a B+

THE BAD

- Not enough hours in the day to play

FINAL GRADE B+

Neo Dragon's Wild

5 OF A KIND	x200	R
ROYAL FLUSH	x100	
STR. FLUSH	x40	
4 OF A KIND	x10	
FULL HOUSE	x8	30
FLUSH	x4	
STRAIGHT	x4	
2 PAIR	x1	5

8	2	5	2	2
WIN	TO	GREEN	90	

In the Kenny Rogers song, *The Gambler*, he offers some sage advice to would-be gamblers, "you need to know when to hold 'em, know when to fold 'em." Unfortunately, the next part of the song, "know when to run" applies to *Neo Dragon's Wild*. If you ever see a copy of this game, do just that. The first and most severe problem is the limited availability of game-mode options.

There's a Simple Mode to learn the game. Once you've learned the rules, you can make your way to the Regular

Level. Here, you can play a "real" poker game; with a maximum bet of five points per hand. Boring? Yes. *Dragon's Wild* tries to add excitement with slot machine and card guessing minigames. They don't entertain much more than the uninspired poker game. The other mode, Pro Level, can only be opened after 3,000 regular games are played, a restriction that's extremely frustrating. Finally, why isn't this game linkable? As gambling games go, *Dragon's Wild* is a few cards short of a full deck.

THE GOOD

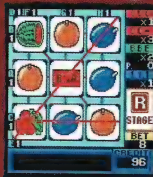
- The more advanced Pro Level

THE BAD

- Not linkable

FINAL GRADE **F**

Neo Cherry Master Color



Since slot machines don't require any skill to play, *Neo Cherry Master Color* adds unslot-machine-like elements to enhance gameplay. Pull the "lever" and then press the A Button to make the reels stop. You'll learn this new twist in Simple Mode, which is designed for beginners. Here, bets are fixed at 8 points and you're allowed to change the spinning speed from slow to fast. The next mode is the Regular Stage, which lets you play a scaled-down version of "Cherry Master," the world-famous casino slot game. You

can bet up to 16 points and change the spinning speed. The Pro Stage is where the settings have a real-casino slot feel that the other modes lack. The smooth spinning reels feature the same speed option with a maximum bet of 64 points. Replayability is hampered by a lack of options, the biggest one being the inability to play friends through the link cable. Flaws notwithstanding, *NGMC* is a fun game to play for a little while at least.

THE GOOD

- You won't lose money in a casino playing the game

THE BAD

- I'd rather lose money in a real casino

FINAL GRADE **D**

Shanghai Mini

Just as the name suggests, *Shanghai Mini* is just a miniaturized version of the original *Shanghai*. You must pair matching Mah-Jongg tiles to remove them from the board. Remove all of the tiles and you win. Three game modes are available: Classic, Tournament, and Dynasty. Classic is a straightforward adaptation of the original. Overall the graphics are good, but the Flowers and Seasons tiles aren't the most intuitive pairs. Tournament play has 12 continuous stages with time limits. You can't take back moves or reshuffle. If you become deadlocked or run out of time, then you lose. Complete a stage and you'll be given a password that will let you jump directly to the next stage. Dynasty adds a competitive twist to the original format, pitting you against three CPU-controlled opponents or a friend with a link cable. Some tiles, when matched, adversely affect your opponent and vice-versa. These special pairs can reshuffle your opponent's board, throw their controls out of whack for a while, or obscure all of their tiles. This competition makes for a frenzied game and is really fun, especially against a friend. Nothing's been lost in the translation. The graphics take full advantage of the NeoGeo's crisp screen and the controls are good. I wish there was a save feature, but that's a minor complaint for a great game.

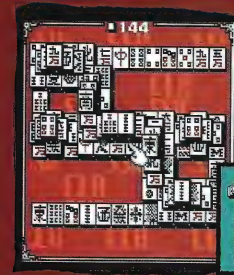
THE GOOD

- Addictive as the original
- Nice, crisp graphics
- Frenzied and fun Dynasty mode

THE BAD

- Some matching pairs aren't as intuitive as they should be
- No battery-save feature for Classic play

FINAL GRADE **B+**



Neo Mystery Bonus



Why SNK decided to offer two slot games is a mystery, especially one as poor as this title. With simple slot action that's occasionally fun in a casino, *Neo Mystery Bonus* is a flat-out bust. *Mystery Bonus* lacks the features that make *Cherry Master* a decent slot simulation. You bet points, with a max of 5, on the three reels of a virtual slot machine. Hit the A Button to start and stop the reels. *Mystery Bonus* has a Simple

THE GOOD

- Simple enough for beginners or those with short attention spans

THE BAD

- Too many to list

FINAL GRADE **F**

and Pro Levels for veterans. The Pro Level is the only truly customizable level, but you'll have to play 3,000 regular games to get to it. You can also change the spinning speed from slow to fast. All the levels should have been selectable from the beginning. As with real-life slot machines, just walk on by when you see this game.

Neo Twenty-one



Boring and time-consuming, *Neo Twenty-one* is a lifeless rendition of casino blackjack. One to two players can play. Each player is dealt two cards and the one closest to 21 without going over wins. A Casino Mode is available that will teach blackjack newbies how to play. Once you've learned the ropes, the Regular Stage will allow gamers to bet up to 5 credits. Clear this event and the Pro Stage will be unlocked. Here the

maximum bets are from 10-20 credits. The best option is the VS Mode, though, which allows two players to gamble through the NeoGeo Link Cable. Maximum bets are 20 credits, and gameplay is much faster than the other, single-player modes. Although *Twenty One* follows the rules of the real thing, it never fully realizes its potential. It just lacks the fast-paced fun of sitting down at a casino's blackjack table. It's a lackluster simulation that has little, if any, replayability. But if you want to play blackjack, buy a deck of cards.

THE GOOD

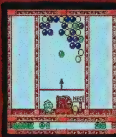
- VS Mode that lets you play others through the link cable

THE BAD

- Link cable option is useless, since you play against a CPU dealer

FINAL GRADE **F**

Bust-A-Move Pocket



Bust-A-Move Pocket is good fun. It features four game modes, including a VS Player mode missing from the Game Boy Color version. You must shoot colored bubbles from the bottom of the screen, aligning three of the same color to make them pop. The bubbles will progressively move downward until you're overwhelmed. Special bubbles help or hinder your progress. Puzzle Mode is a race against time. VS CPU pits you against

various computer-controlled opponents. In Survivor mode, you have to fend off the bubbles for as long as possible. While all of these modes are fun, it's VS Player that separates this version from the rest. It's great fun to beat an opponent, either by besting a time, defeating a CPU-controlled opponent, or just staying alive longer than anyone else has. VS Player lets you link up with a friend to test your skills. BAM's controls are very responsive. The colors are ok, but some colors are too similar.

THE GOOD

- VS Player is lots of fun
- Controls are smooth
- Simple concept is easy to learn and fun to play

THE BAD

- Difficult to tell some of the colors apart
- Music is really annoying



Puyo Pop



Tetris clone, anyone? *Puyo Pop* looks just like *Tetris*. Drops of different colored "Puyo" fall from the air and you must connect four drops of the same color to make them disappear. Become buried by the rain of "Puyo" drops and you lose. Control is like *Tetris*, too. Players

move the "Puyo" drops with the joystick and rotate them with the A and B buttons. VS mode pits you against the computer or a human opponent via the link cable. Your disappearing "Puyo" drops are transformed into rocks that fall on your opponent's pile, a nice competitive twist to the game. Unfortunately, it doesn't save the game from being just another *Tetris* clone. It plays just like the original and the original is much more fun.

THE GOOD

- A good copy of the original *Tetris*
- VS mode distinguishes this game from *Tetris*

THE BAD

- Not as fun as the original *Tetris*
- What in the world is "Puyo" and who in the world cares?



Puzzle Link 1 & 2



In this post-*Tetris* world, new puzzlers try for the simplicity and fun of the original. *Puzzle Link 1* and *2* are a little more ambitious, and this works— to a certain extent. The aim of the game is to throw up links from the bottom of the screen that connect blocks of the same color or pattern. Once connected, the blocks disappear and the remaining blocks "fall" upward, causing chain reactions as blocks of

the same color collide. Reveal and connect the two pieces marked by a "C" to finish a level. You also collect cards as you clear the levels. Other modes are available too, like the Card mode in *Puzzle Link 2* that allows you to view the collected cards. Another mode, Clear mode, makes you clear the entire bin of pieces in the fewest moves possible. Battle mode pits you head-to-head with another NeoGeo. *Puzzle Link 2* also features Endless mode, which sends a wave after wave of blocks at you. Although difficult to describe, it's easy to quickly learn. Still, both games suffer from a distinctive Japanese feel. For example, the cards feature Japanese anime characters. To its credit, the game is fairly addictive, but the execution needs work.

THE GOOD

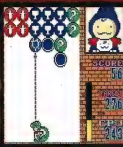
- Innovative puzzle concept
- Controls and graphics are good

THE BAD

- Needs lots more Americanization



Magical Drop Pocket



Magical Drop Pocket is a good example of how different a puzzler can be. You must vertically align three similar drops to make them disappear. Moving left or right, you press the A button to make a drop fall down. The player collects multiple drops of the same pattern or color. Pressing the B button returns the drops to the pattern above. The trick is to cause as many chain reactions as possible. The three vertically aligned drops will disappear, causing the remaining drops to "fall" upward. If more columns of three similar col-

ored drops are created, they'll disappear, too. But the screen can fill up quickly and the jester will soon become overwhelmed, unless you're fast. The fast pace and difficulty are the biggest faults of the game. While the game's fun and addictive, it can be frustrating. Finally, there are three modes: Story, Self-Challenge, and Friend Challenge. Self-Challenge forces you to best your previous level, again, frustrating, but fun. Story mode, like the rest of the game, suffers from a strange, disjointed feel that makes very little sense.

THE GOOD

- Innovative and addictive gameplay
- Fast-paced action
- Graphics and controls are good

THE BAD

- Frustrating at times
- Action is too fast-paced for most beginners



Crush Roller



Imagine a reverse Pac-Man in a multi-level maze and you'll get a good idea as to what *Crush Roller* is. And like Pac-Man, *Crush Roller* is a classic in its own right. You play as a paintbrush and you have to paint the town— covering a maze of road with paint— while monsters try to block you. Rather than the power pellets that turned the tables for Pac-Man, there are a couple of rollers that help you crush

any pursuers in your way. In a little while, they reappear, stronger and meaner than ever. In two-player mode, crushed buddies appear on your opponent's maze, adding an extra dimension to an otherwise bland multi-player game. Inkrsters, creatures that will leave footprints in your freshly painted roads, also get in your way. The game's fun to play for a while, but just for a while. The graphics could be much better too, and sadly, don't take full advantage of the NeoGeo's capabilities. It's quite clear why this game never took off against competition like Pac-Man. If you're an arcade fan of *Crush Roller*, then you can't go wrong with this NeoGeo adaptation.

THE GOOD

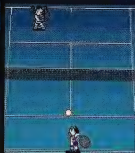
- New mazes improve on the arcade classic
- Multilevel maze distinguishes this game from another classic maze game

THE BAD

- Graphics could stand an overhaul and improvement
- Just not as fun as Pac-Man



Pocket Tennis Color



Pocket Tennis Color combines excellent control, colorful characters, and the ability to pull off an impressive array of shots into one of the most enjoyable titles available on the NeoGeo. It's simple to play, has great variety in characters and courts, and even squeezes in a fun tournament mode. Perfectly suited to a handheld, the game is instantly accessible to beginners, but rewards more determined play. Depending on the button and joystick combination used, a wealth of shots are possible. The one-player game is

either a one-off exhibition match, where you choose from eight initially selectable characters and five courts, or a full tournament. Players are balanced between speed, power, and defense, affecting the way you play. Although the exhibition matches are fun, it's the 8-person knockout competition (tournament mode) that's most satisfying. (Win a trophy and get featured in the paper!) Victories also unlock hidden characters. Unfortunately, the game doesn't get much tougher as you progress through the tournaments. Also, one of the courts changes color during play, which is not only distracting, but sometimes makes it very hard to actually see your character. Nevertheless, the animation is cute, graphics are solid, and delays in the game are minimal, with very prompt switching between points and games. This is the way all handheld sports games should be made.

THE GOOD

- Tight, responsive control
- A variety of shots

THE BAD

- We could do without the shifting court colors

FINAL GRADE A

Baseball Stars



Baseball Stars for the NeoGeo will let you hit home runs like Mark McGwire, field fly balls like Ken Griffey Jr., and throw perfect strikes like Greg Maddux, even though you can't play as them.

Baseball Stars isn't filled with multiple modes or custom-player options. If you just play the game, you'll be treated with a quality baseball experience. In 1P mode, you'll battle against all 11 teams controlled by the CPU in a tournament for the league championship. After you select your team, you'll be given three options: dome or stadium, which team will bat first, and, for those American League fans, whether or not you can use a designated hitter for the weaker batters in your line-up. The 2P mode requires the link cable, but lets you play against friends, while keeping track of your win-loss record. When you beat your opponent in this mode, you'll get to raid the other team's roster for more talent. These downloaded players can then be used in future games that you play. The graphics are pretty good. Batters stretch and pitchers wind up and all the little players hustle around the field. It's too bad, though, that SNK was too cheap to spend the money to get a Major League Baseball license. The "fake" teams and players are pretty lame and would have certainly benefited from some recognizable personalities and organizations. Overall, these are minor complaints for a game that offers a nice mix of exciting, fast-paced gaming and a fairly realistic baseball experience that's well suited for the handheld environment.

THE GOOD

- Fast-paced game coupled with a fairly realistic baseball experience
- Solid controls

THE BAD

- No official MLB license
- Animation is too "Japanese"
- Not enough options

FINAL GRADE B

Neo Turf Masters



Becoming an armchair Tiger Woods has never been simpler. For sports gaming nuts, *Neo Turf Masters* combines a great interface with smooth graphics. Gamers aim shots with an overhead course map. Then, moving the control stick left or right, hooks or slices the ball. Pressing the A button again will determine the velocity of your shot, so try and get as close to 100 (Max) as possible. There's also a second shot meter that controls the ball's trajectory. Pressing the A button determines how high or low the shot goes. You'll be able to learn all of this quickly, and easily in the Single Player mode, which consists of Stroke Play, Handicap mode, and a Crown Tournament mode. In the VS Mode you compete with a friend in Stroke Play or play to win each hole in Match Play.

Match Play is the most fun, especially for duffers who fall behind during Stroke Play. With the link cable, you'll also be able to swap the "Clubs of Legends," which you earn when you win. There are a few major drawbacks, though. The biggest is the putting game: It's just a little too easy. Overall, the game is great fun and addictive. And when the going gets tough, *Turf Master* becomes just as frustrating as playing the real thing.

THE GOOD

- Great single-player mode
- Decent selection of golfers
- Woo hoo! No greens fee!

THE BAD

- Putting. It's way too easy

FINAL GRADE B

Dynamite Slugger



Once again, SNK is too cheap to pay for an official baseball license. Featuring larger, more detailed players on realistic stadium fields, fans disappointed with *Baseball Stars* will want to check out *Slugger*. Just don't expect to play as your favorite team or player.



NeoGeo Cup '98 Plus

As soccer games on the handhelds go, *NeoGeo Cup '98* is the game soccer hoologans have been waiting for. Major points to SNK for including several game modes; every one, a blast to play. In single-player mode you're pitted against a CPU-controlled team. Controls are pretty straightforward, the A button kicks and passes the ball. Long passes or goal shots can be accomplished by pressing the B button. On defense, the A button allows you to charge opponents while the B button lets you slide tackle into them. To juke opponents, all you do is jiggle the control stick from left to right. A major downside to having such large characters is the never-ending scrolling that takes place. Because of the large field, passing to open players downfield is hard too. To remedy this, arrows appear to point to open players. It takes awhile to get the hang of it, but once you figure it out, gameplay becomes even more fast-

paced and enjoyable. After you've played a few rounds with the CPU, grab a friend and a link cable and try out the excellent 2P Mode. Here you play competition matches. When you win, your team's "popularity" points increase. You can use these points later on to buy cool items like pants or cleats at the Soccer Shop. With 16 different national teams to choose from, many of the international soccer powers are represented. Each team is unique with its own strengths and weaknesses.

THE GOOD

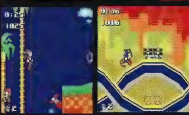
- The best soccer game for the handheld
- Large, easy to maneuver characters
- 16 teams to choose from

THE BAD

- Too much scrolling makes passing extremely difficult
- Not an officially licensed soccer game

FINAL GRADE B

Sonic the Hedgehog Pocket Adventure



In order to compete against Nintendo's *Zelda* and *Mario* franchises, SNK adopted Sega's *Sonic*. Lucky for us though, instead of just porting the classic Genesis game, Sega has produced a brand-new version for NeoGeo. Graphically, it looks just like the first *Sonic*, but when you begin to play, you'll notice that landscapes and levels have changed in a way that brings new life to the game on the handheld.

Sonic's Pocket Adventure (OK, we won't make any jokes about having a hedgehog in your pocket) is an extremely fun game to play. The controls are glass smooth and *Sonic* side-scrolls just like he did in the 16-bit days of the Genesis. Control breaks down like this: the A and B buttons control jumping, to jump higher, press the button longer. The directional stick moves *Sonic* left or right. When you want *Sonic* speed, hold the stick in one direction and he'll go into Dash mode. To make him spin, press the lever down. This will help *Sonic* climb steep hills, slam into secret tunnels, or jump long distances. These skills are necessary to successfully make it through the six zones that make up the game. Each zone has two levels with all of the corkscrews, loops, rings, springboards, half-

pipes, and jumps that *Sonic* fans expect. To survive, *Sonic* must have at least one ring. Get to the end of the level with 50 rings and you'll get the opportunity to earn the Chaos emeralds in the game's Bonus level. Again, all of *Sonic's* signature goodies are included here. Another added bonus is that *Sonic* utilizes the link cable. Fun to play, the first player is *Sonic* while the other becomes *Tails the Fox*. The first competition is "*Sonic Rush*," which is a high-speed race through game levels. As you race, you'll see a ghost version of your opponent, letting you know exactly where your opponent is. Also, arrows will pop up to point out this location. Jam-packed with exciting gaming options, *Sonic* fans will be pleased with this brand-new adventure. An additive game like this is hard to put down, and will keep gamers coming back for more.

THE GOOD

- Awesome graphics
- Fun single- and multi-player modes
- The adventure keeps you coming back for more

THE BAD

- Levels have some slowdown



Pac-Man



Playing *Pac-Man* on the handheld is almost as addictive as playing it at an arcade — minus the mountain of quarters. Unfortunately, there are drawbacks to playing it on a handheld. For starters, the scrolling mode is a double-edged sword. Although the *Pac-Man* sprite is nice and big, you only get to see a fraction of the playing area at a time. Because of this, unseen ghosts can sneak up on you when you move from one part of the screen to another. The other mode, full-screen, isn't much better. The screen is just too small! On the plus side, the controls benefit from the plastic insert, but you can still find yourself stuck in a corner at a crucial moment. It's amazing that 20 years later we're playing *Pac-Man* on a handheld gaming device. This game has truly stood the test of time. Simple, but fun.

THE GOOD

- It's *Pac-Man!*

THE BAD

- Scroll mode sucks



Metal Slug: 1st and 2nd Mission

Metal Slug: 1st Mission and *2nd Mission* are addictive games that are hard to put down. Fans of the arcade version won't be disappointed with the pocket-sized adaptations. Filled with detailed landscapes and interesting levels, you'll be battling enemy soldiers all day long.

As a member of the Elite Special Forces Squad, you'll have to battle fierce enemy soldiers to fulfill your mission. Fortunately, the controls are a snap to learn. You start out with a handgun that's fired by pressing the A button. As you progress through the adventure, other weapons, such as a machine gun, can be used. Press the B button in close quarter combat, and you'll slice and dice enemy's with a large bowie knife that's straight out of *Rambo*. Grenades and cannons are fired by lightly tapping the Option button.

This extra button is especially handy when you need to switch weapons fast in the thick of battle. When you need to jump over or around objects, press the B button. You also use this button to deploy your parachute when your plane is shot down. The *2nd Mission* features a rocket pack, submarine, and more levels than you can shake a stick at.

Metal Slug: 1st Mission and *2nd Mission* are great games. While the graphics aren't as good as *Sonic*, game play is where the *Slugs* shines. With large, detailed characters, you can maneuver between the different bases and cityscapes with ease. The sound is also good, especially for the handheld. Every rat-a-tat-tat and bomb blast makes these games immersive experiences that's tough to beat.

THE GOOD

- Addictive
- Game environment is laid out really well
- Easy to learn

THE BAD

- Graphics aren't as good as *Sonic*



Ogre Battle NeoGeo Bundle Pak

The classic RPG, *Ogre Battle* is coming to the NeoGeo. A special edition package will also be available (in Japan only).



SNK vs. Capcom: Card Fighter's Clash SNK/Capcom Versions

While an initially difficult and confusing game to learn, *Card Fighter's Clash* has plenty of depth, replay value, and enjoyment packed into it. The colorful graphics, combined with the flashy combat

sequences really help give the game an added level of polish not found in other handheld titles. In a lot of ways, *Clash* resembles *Pokemon Trading Card Game* on the Game Boy Color. Players start out with a basic deck that contains special cards based on past SNK and Capcom fighting games. By arranging your deck and laying out your cards in a certain order, you can cause damage to your opponent. When their HPs reach zero, you have the right to take a certain number of their cards. By slowly building up your deck in this manner, you

progress through the ranks of rival card players and eventually achieve the status of champion. When you're not challenging someone, however, you can explore the rest of the game world much like you would in an RPG. The only major drawback is how difficult this game is. Not only does it require a lot of time to learn, but the CPU opponent can be far from forgiving. In that regard, this is not a game for everyone. Those who have the patience, however, will be rewarded with one of the most addictive and deepest "card" games to come along in a long time.



THE GOOD

- Very addictive "guts get them all" gameplay
- Lots of characters to discover and fight
- Colorful graphics and flashy presentation

THE BAD

- The card game is really hard to learn to play
- Computer opponents can be very difficult at times
- Very tough to find rare cards

FINAL GRADE A



Dark Arms: Beast Busters 1999

Dark Arms: Beast Busters 1999 is an ambitious action/adventure/RPG hybrid that shoots for the moon, but hardly even makes it off the ground. The game's features are just horribly executed, resulting in a painful gaming experience.

"The Master" starts you out with a weapon, but you'll need to upgrade it to advance. Gameplay is a cross between *Pokémon* and *Ikaru Warriors*; you have to raise powerful living weapons, "Arms," from eggs that you collect during your adventures. Weapons also need to be nourished with captured enemies, which will make the weapons grow and evolve into bizarre crossed tools/weapons. An overly powerful weapon will kill an enemy before you can capture it, so some strategic planning is necessary to win. Your travels through the world are viewed from a top-down perspective and you do battle,



innovation is the time shifts from night to day. Unfortunately, despite including some nice elements, the game is still pretty lame. The levels are small, the creatures boring, and the puzzles too few — not a good mix for an RPG. Add a storyline that makes little sense and suffers from a bad translation. The result? A game that tries to go too many places and be too many things.

THE GOOD

- Innovations like night/day shift and evolving weapons

THE BAD

- Confusing storyline
- Lackluster gameplay
- Uninspired world

FINAL GRADE D-



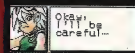
Dive Alert: Matt's/Becky's Versions

At first glance, it looked like *Dive Alert* was going to be our favorite RPG of the bunch. Let's be frank: any game that has female soldiers stuck in the confined quarters of a submarine sounds like a

winner to us. Unfortunately, the only water this submarine RPG should enter is located in your toilet bowl.

The storyline is the starting point of any good RPG. If an RPG doesn't have an engaging storyline, you're not going to have a quality gaming experience. While the cutscene graphics are decent, the dialogue sounds like a conversation between two 4-year-olds. Perhaps something was lost in the translation (Japanese to English), but the story, although simple, takes dozens of screens to convey. The

premise? You're stuck in a submarine navigating through endless ocean trying to find the remaining bit of land, Terra, and other humans. And no, the gameplay doesn't compensate for the lackluster storyline. You must battle enemies, which appear as "ping-pong" objects on your sonar screen. Not the best interface for a fun game. The idea of blasting Automen (the villains) with torpedoes works thin; quickly, especially after you've scoured through endless, meaningless cut-scenes. Although this game was delayed (it



was supposed to be released at NeoGeo's launch), the extra time it took to get to market doesn't show. This title shouldn't have been released at all.

Dive Alert arrives on our shores in two different versions, *Matt's* and *Becky's Version*. Both *Dive Alert* games suffer from a severe case of the bends. Instead of surfacing to the U.S. marketplace, these titles should have been torpedoed and sunk to the bottom of the ocean.



THE GOOD

- Nothing

THE BAD

- Gameplay
- Story
- Game

FINAL GRADE F

Biomotor Unitoron

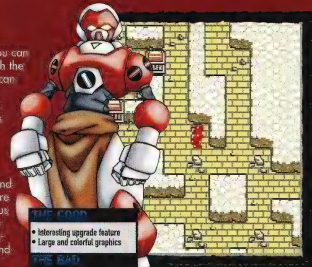


Biomotor Unitoron is a simple and occasionally fun RPG for the NeoGeo. It combines a sparse storyline with an engaging premise: build up your Unitoron.

You begin the adventure as a rookie Unitoron master

with a basic Unitoron robot. From this simple beginning, you try to build up your Unitoron with the help of your engineer, so you can become the Master of Masters. To earn money for the hardware upgrades end the tournament entry fees, you have to collect the plentiful treasures found in four different dungeons and battle the monsters that populate these various locales. The dungeons are randomly generated each time you enter, creating a new maze each time. Although colorful, the different dungeons quickly become repetitive. Where this game shines is in the way you develop your Unitoron. After earning money in the tournament or by treasure

hunting in the dungeons, you can buy wares in the Shop. With the help of your engineer, you can build your Unitoron into a nearly unstoppable fighting machine. You can buy items or new parts that will supplement or upgrade your robot. Unfortunately, you don't get a good sense of your opponent's strengths and weaknesses when you square off against them. On the plus side, the graphics are large and colorful during the turn-based fighting sequences and the upgraded Unitorons are really visually interesting. There's really nothing new in this game. Its only success lies in how well it explores much-traveled territory. Fun, but not great fun.



THE GOOD

- Interesting upgrade feature
- Large and colorful graphics

THE BAD

- Monotonous and boring storyline
- Repetitive dungeons

FINAL GRADE C+

Faselei!

You wouldn't know it by the name, but Faselei! is an RPG-style battle mech game. And while it has some interesting innovations and a better-than-average storyline, it's just not immersive enough to be a standout RPG.

Here's the story: The king's been assassinated, setting into motion a series of events that leads to anarchy. You command a corps of mechanized soldiers who must restore peace to the war-torn land and reinstate the monarchy. The most striking innovation is the combat system. Instead of a typical turn-based move and fighting system, you have to use "control chips" to command your team. You must program a sequence of movements and attacks into your robots ahead of time. Once your mech performs the sequence, control will be returned to you and another sequence must be coded into the robot. Although cumbersome, this novel approach means you need to anticipate the enemy's movements during battle, adding a layer of strategy to the game.

As you complete your

missions, you're rewarded with money. You spend the money on upgrades to your own mech and to your squad's. You choose between going on military missions that advance the storyline or on freelance missions where you earn extra money. Luckily it isn't always you against the CPU: A VS mode is also available, allowing you to fight a friend with a link cable.

Faselei! tries to make up for NeoGeo's other RPGs, which have no storylines at all. Instead, it offers up a disjointed and nonsensical tale that really doesn't involve a story or the game. However, this full-fledged RPG will give hours of entertainment to fans of the genre who can ignore such essential RPG elements.



THE GOOD

- Deathmatch play against friends with the link cable
- OK graphics

THE BAD

- Cumbersome control interface
- Long, useless cut scenes
- The idiot who named this game

FINAL GRADE C



Cotton



"Cotton is a side-scrolling shooter that's just like *A-Type*, but with witches," stated an employee from SNK. "Why they did this, we don't know." We're not kidding. So, if you're a fan of the side-scrolling shooting witch genre, look (or don't) for this bizarre game sometime this summer.

Mega Man



SNK will bring Capcom's *Mega Man* to the NeoGeo sometime this summer or fall. Instead of Mega Man's signature side-scrolling style gameplay, the game will be mainly boss battles. It's a much needed big-name title for SNK, whose partnership with Capcom has helped keep NeoGeo from dying altogether.

The Verdict

Like any platform, the NeoGeo is only as fun as the games it plays. Sure, the fighters are top-notch, and games like *Metal Slug* are fun fast-paced adventures. Plus entertaining sports titles and puzzlers add variety too. But the dismal gambling games and lackluster RPGs spotlight SNK's major weaknesses: poor U.S. translations and almost no recognizable licenses. Will they? They say they're working hard to fix. Will they? The jury is still out on that one.



WHEN GRANDMAS ATTACK!



Hi, my name is Timmy and I'm 10 years old. Yeah, I know, I look a little short for my age. I'm also kind of funny looking, but hey, that's life. Today I'm sick. I've got chicken pox and I have to stay home for the next few weeks. Since I'm bored, my Grandma's decided to bring over some games to play with while I recover. Even though she has a thick black mustache, my Grandma's great. But what she isn't so good at is picking gifts. The last time I was sick, she bought me a pair of Pikachu boxer shorts and a rectal thermometer that I ended up selling to some guy named "Tony" on eBay. This time, she asked me what I wanted, and I told her that I love to play handheld games. Hopefully, she'll come back with a Game Boy Color and a NeoGeo. Oh boy! Here comes Grandma!





1. VIRTUAL LANES

Motion-sensored controlled three-mode bowling simulation from Radica.

Poor little Timmy's not strong enough to bowl with a real ball. Virtual Lanes by Radica can help him practice.

I'm strong enough, I just don't like those stinky shoes! But, this game is much more fun than the real thing and I can hide things in the holes.



2. STEALTH ASSAULT

A shooter with a real heads-up display and motion sensors.

This binocular-like game will let Timmy shoot down bogeys all day long. It even has night-vision capability.

Stealth Assault would look great displayed on my dresser, but as a game, it's about as bad as Grandma's cooking.



3. JET MOTO

A vibrating jet ski racing game with 6 bikes and 3 difficulty levels.

A bully at school stole Timmy's PlayStation version of *Jet Moto* away from him. Hopefully, he'll enjoy this racy handheld version from Tiger.

This game has several racing modes that offer racing almost as fun as on the console. But the vibration makes me feel funny...



4. BUCKMASTER TURKEY HUNTIN'

Turkey Huntin' features realistic shotgun pump action.

To keep Timmy safe from the cops, I bought him a handheld Turkey Huntin' game that doesn't resemble a concealed weapon.

The working shotgun pump on the side is extremely realistic. Even though it's a kiddie game, it's fun to play.



5. EA SPORTS NO HITTER

A simple baseball sim that senses your throwing motion.

Since Timmy was cut from the school team, he can now live out his baseball fantasies with EA Sports No Hitter.

EA Sports No Hitter is pretty lame, but at least I don't have to worry about getting knocked out by a wild pitch!



6. BUCKMASTER DEER HUNTIN'

Realistic deer rifle with working LCD scope.

Last time Timmy went hunting, he was mistaken for a squirrel and shot at! Deer Huntin' will keep him safely indoors.

With the working scope it's a blast to shoot the poor, helpless, pixelated deer.





1. FISH OR MAN BASS FISHIN'

Swim past anglers as a fish, or play as a fisherman.



With this game, Timmy can be the fisherman and I can be the cold, limp fish!



Just great! Now Grandma will want to hang out with me all day just to play this crazy two-person fishing game.



2. CYBALL PARASITES

Zap pesky parasites that have invaded your eyeball!



Timmy wets his pants whenever he sees a scary sci-fi movie. Cyball Parasite should toughen him up a bit.



I wet my pants because I was born with a small bladder, not because I'm scared! This is cool! What a crazy looking eye!



3. SLINGO

Bingo and slots, earn as many points as possible in 20 spins.



If Timmy doesn't like this I know the girls at the home will. After all, Slingo by Tiger is the addictive combination of slots and bingo.



Waitaminute... Slots and bingo? With this game I can keep granny distracted for days! Old people just love slots and bingo!



4. GAME BALLS SOCCER

A tiny soccer ball with a miniature field inside.



When Timmy tries to kick a soccer ball, he falls on his behind like Charlie Brown! Ha! Oh, poor little Timmy.



You can probably tell from my beely physique, I'm more of a contact sports kind of guy, but this game just doesn't give me the thrills I'm used to.



5. GAME BALLS RACING

A mini racing helmet with a track enclosed inside.



When Timmy's not playing with his other balls, he's usually watching NASCAR. Game Balls Racing by Tiger brings racing excitement to the handheld.



Cool racing modes. Just don't throw it like a baseball. Trust me, it'll break.



6. LIGHTS OUT

Lighted memory game with over 100 different puzzles to solve. 10 different levels.



Timmy often forgets his way home from school. Tiger's new puzzle game should improve his short-term memory.



My memory may be short, but what I do know is that this puzzle game is a blast to play. The keys even glow in the dark!



7. GOLDEN TEE GOLF

Rollerball control just like the arcade version.



This game by Tiger will teach Timmy to become a pro, just like Tiger Woods. Then I can sponge cash off him.



I can't go outside and play while I'm sick, but this fun golf simulation, is the next best thing. Golden Tee is a hole-in-one.



DISCLAIMER:

Although it looks like Grandma has a pelt or fur coat, no animals were hurt during this photo shoot.



8. WCW NITRO: STING

Collectible Sting figure has 7 different LED wrestling levels.



This toy should motivate Timmy to eat his vitamins. Just look at the pecs on that guy! Woo, I'm all flush.



Geez Grandma! The only way to play this game is to fondle Sting's man-breasts. Plus, he's wearing more make-up than Christina Aguilera!



9. RADICA TRAIL BURNER

Virtual mountain bike racing game with real grip shifter.



Timmy's extremely uncoordinated. To keep him from getting hurt and off his bike, I bought him Radica's Trail Burner.



Crashing into an ice cream truck three times doesn't make me uncoordinated. Now I can practice my jumps before I go out and ride.



Some of these games are pretty cool. Now I have to kiss Granny to thank her, ugh! Oh well, once I get her playing Slingo, I'll sneak out, fill the hot tub with calamine, and skinny dip. Oh la la.

FINGER SPORTS



Thanks to the guys at FTC, the world-famous
skateshop, located on Schrader at Haight in
San Francisco, California.



PLAY WITH YOURSELF

Sixty million dollars can't be wrong. Fingerboards have reached an all-time high, or, for those skeptics, an all-time low. Reviled in the same way regular skateboards are, these miniature skateboards can be as annoying as they are fun. These tiny boards fit right in your pocket and can be taken anywhere, ready to be pulled out for some quick action. Boring day at school, no problem. Whip out your fingerboard and practice ollieing over your math book. Dull morning in church, pull out your board for a grinding session on the pew in front of you.

The popularity of these boards has spawned a number of tiny toys: bikes, snowboards, motorcycles. Money can't buy happiness, but it sure can light a fire under toy manufacturers who want to jump on the bandwagon. Although these toys haven't taken off in the same way as the fingerboards, they have their own unique charms.

We'll show you how to perform some of the craziest tricks possible with fingerboards, bikes, and snowboards. Stretch out your fingers, practice hard, and, remember, the next time you see a miniature picnic table, don't just walk around it, ollie over it.

DISCLAIMER:

The following tricks are not easy to learn. Even Tony Hawk had to learn how to ollie once. Don't get discouraged and keep practicing.





Pizza Hut delivery driver at night, professional fingerboarder by day, Matt Johnson is the fingerboard master. Finger-shredding since 1988, Matt is the Tony Hawk of fingerboards. Study him. Learn from him.

THE VIDEO



Flying Fingers puts Matt Johnson's finger shenanigans on display. Filled with insane sequences, trick tips, and a cool soundtrack, this video will blow you away. Available from Tech Deck, it comes bundled with an older generation, but still functional, Birdhouse Tech Deck and tools.

OLD TO NEW

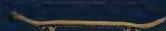
Fingerboards have been around in one form or another for over twelve years. Recent improvements in board design have led to the first truly functional fingerboards.



1985
Early models were basically thick, plastic slabs cut off of keychains. The trucks couldn't turn and the wheels were just plain crummy.



1998
Tech Deck led the revolution in 1998 with their first generation of fingerboards featuring real grip tape, trucks, wheels, and tools. Still kinda' clunky for tricks though...



2000
Tech Deck G4 (fourth generation) series boards are the most advanced fingerboards available. Thinner, lighter, and more concave, these decks are the pro's choice.



FINGER PLACEMENT



OLLIE: Place your front finger over the front two bolts, keeping your middle finger square on the tail.

THE OLLIE

An ollie is a trick where you make the board pop up into the air by snapping the tail of the deck and using the grip tape to get airborne. While in the air, use your fingers to control where it lands. Mastering the ollie is essential to many of the other tricks that we'll show you, so be sure to practice this one.




LEG OLLIE

Begin practicing on the side of your leg, using the angle to give it some pop. Once it pops, immediately turn the board upside down and float it up to level before returning it to a landing position. Gradually move to a horizontal position on top of your leg. Soon, you won't be doing a fake, upside-down ollie, but a real one, where the board never goes past vertical.



FLATGROUND OLLIE

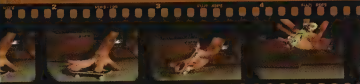
Once you've mastered this trick on your leg, you're ready for the real thing. Move to a table. Practice popping the board and lifting the board up in a smooth motion. Gain height and control by ollieing over different obstacles. You'll often find it's easier to ollie onto or over obstacles while moving.



PRO TIP: Practice ollieing up onto small, flat items like books and magazines before moving onto larger obstacles.

FLIP TRICKS

A kickflip is a trick where your fingers make the board flip sideways towards you one full rotation, whereas a heelflip will have the board spinning away. Don't think about ollieing at first, but concentrate instead on flipping the board itself.



KICKFLIP



Practice this trick first on your leg again. Concentrate on flipping the board with your index finger, curling your finger while popping the tail of the board with your middle finger as in an ollie. Flip the board off the side of your leg, and land it on top of your leg. Your fingers should land on the bolts while the board is still in the air to control the landing. You can get more height by ollieing the board higher and flipping later.



FINGER PLACEMENT



KICKFLIP: Place your middle finger square over the tail, your index finger off-center and just inside of the front bolts.

FINGER PLACEMENT



HEELFLIP: Middle finger on top of the tail and index finger just to the outside of the front bolts.

GRINDS

All of the basic grind tricks start with an ollie, so make sure you can ollie with control. A grind is where the trucks of the board grind across an object while your fingers stay balanced above it. Technically, your wheels should not roll on the obstacle.



50-50 GRIND

A 50-50 is where both trucks are in contact with the obstacle. You must ollie high enough to level the board over the rail, or any other obstacle that you've chosen to practice on. Land evenly on both trucks. Keep at least part of your middle finger on the tail, and when you've reached the end of the rail, push off slightly and keep the board level for landing.



CROOKED GRIND

A crooked grind is basically a nose grind with the board at an angle. Instead of the board being perpendicular to the rail as in a nose grind, the board is turned slightly and angled down to the nose of the board and the rail.

FRONT TO BACK

Most tricks can be described as either frontside or backside, depending on how you approach the obstacle. Here's how to tell which is which.



FRONTSIDE: Approach the obstacle with your fingertips pointing towards it.



BACKSIDE: Your fingertips are pointing away from the obstacle.

FINGER BOARD TIPS & TRICKS



360° FLIP

A 360° flip is where the board pops into the air, rotates 360° and, at the same time, flips once. It is a controlled move where the board rotates and flips exactly once before it lands. Smashing the tail to randomly flip the board end then just landing on it is NOT a 360° flip. Make fun of people who do this. They are scum.



FINGER PLACEMENT



360° FLIP: Place middle finger right on the tip of the tail, slightly hanging over the side furthest away from you. Your index finger should be between the board's logo and the front bolts.

360° KICKFLIP

There is no ollie involved. It's more of a scooping motion underneath the board and towards you. To perform the scoop motion, apply pressure on your middle finger and swoop the tail under in one motion. Try to catch the board with at least one finger at the 270° point of the spin so the board doesn't flip over a second time. This will also help you 360° flip onto obstacles. Once you catch the board, quickly bring it down for a landing. This trick should also be practiced first on the side of your leg in order to familiarize yourself with the motion.



SLIDES & COMBOS

A slide is where some part of your board slides across an object while your fingers are balanced above it. After mastering flip tricks, you should try to combine them with slides and grinds to create cool combinations. Remember, be patient, these tricks can get pretty difficult and only practice will help you master them.

FINGER BOARD TIPS & TRICKS



THE BLUNT

A blunt is a trick where you stall your board between the tail and the back truck on the edge of an obstacle before popping backwards into the ramp. For variations, try bluntslides or flip tricks into and out of the stall.

BOARDSLIDE

During this trick, the board slides over the obstacle on the graphics. Wheels and trucks should not touch the obstacle. For variety, try nose-, tail-, and bluntslides both back- and frontside, coming off backwards (fakie) for big points.

KICKFLIP NOSE GRIND

You should have the basic kickflip as well as nosegrinds pretty wired before even trying this one. Kickflip higher than usual, but keep it under control. Extend your pointer finger to catch the board and land balanced on the front truck in a grinding position. Grind to the end of the rail and pop a slight nollie in order to get off the obstacle. Roll away smooth.

RAMPS & THINGS



Tiny plastic picnic tables and stairs make for some exciting skating action. And who better to help you set up your mini-skatepark than the people who bring you the best fingerboards, Tech Deck? These ramps, pipes, and obstacles will put a skatepark in your living room in no time.



If you think the fingerboards are small, check out these new Mini decks from Tech Deck. Measuring out at 1.25 inches (compared to the standard 3.75 inches), these decks also feature real parts and graphics from your favorite company. Professional fingerboarder Matt Johnson says he's in the process of learning all his tricks on the Mini boards too.



Also new from Tech Deck is the Deluxe Set, which comes with a handy case to carry all your parts and tools. The case also acts as a display stand.

RAMP TRICKS

Just like real life, these ramps will help you launch into some nice tricks. Before you hit the ramps, though, make sure you've mastered the ollie and the other basic flip tricks. They're essential to performing some great combos on the ramps.

THE DROP-IN

A drop-in is the way to start off any run on a half-pipe. Roll up to the coping and set the tail on top of the ramp so that the wheels hang over the edge. In one smooth motion, drop into the ramp. Make sure you keep the board moving and get ready to bust a trick on the other side. Extra style points for variations such as kickflip-to-drop-in.

FAKIE ROCK

Roll up the ramp and lean back on the tail, lifting the front trucks up and over the edge of the coping. Stall the middle of the board on the coping without touching the wheels. Lean back on the rear trucks and roll back in.

FEEBLE 2 FAKIE

A feeble is like a fakie rock where your back truck and transverse edge are touching the ramp. Pivot your weight on the back truck going into and out of this position, and be careful to clear the coping with your front trucks coming back in.

PIVOT FAKIE

Just your back truck should touch the coping. Roll up to the coping and lock the back truck onto the coping. Keep your truck over the coping, applying pressure, while pivoting at a 90° angle. Lighten the pressure and straighten the board to roll back in. Depending on which way you pivot the board, you can do either a back- or frontside pivot.

KICKFLIP BLUNT

Here's a trick that'll test your skills. It combines the flip and ramp tricks. Begin your kickflip when the board nears the coping. You'll have to kickflip high enough to clear the ramp so you'll have enough time to catch the board before the tail falls below the coping. Regain control of the board and apply pressure to the tail when it reaches the coping, stalling the deck in a vertical position to perform the blunt. Pop the board like an ollie so you can clear the ramp and let the board roll back in.



PRO TIP: Kitchen sinks and bathtubs offer some of the best pool skating around. Try to avoid toilets and drains. Duh.



GB SK8 SESSION

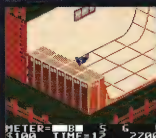
Fingerboards aren't your only source for pocket boarding fun. The Game Boy can be turned into an entertaining skatepark with any of these great skating titles.



Catching air in the half-pipe is key to scoring big points in *Tony Hawk's Pro Skater* for the Game Boy.



It may not hurt in the same way, but biting the curb in *Skate or Die: Tour de Thrash* can be just as humiliating as in real life.



In 720°, only in the skateparks is skateboarding not a crime.

FLICK OR STICK?

Two bikes, two styles. The Road Champs BXS and Spin Master bikes are both great-looking bikes, but it's the Spin Master bikes that we prefer when we're trying to bust tricks.

BXS BIKES



The Road Champs BXS are solid bikes with a great attention to detail. They look like the real thing! Unfortunately, they don't have any brakes and you need to use the trick stick to control the bikes. The trick sticks look great, but they don't give you the most control.

SPIN MASTER BIKES



The Spin Master Flick Trix bikes are made with tricks in mind. With working brakes and handlebars specially designed for your finger, these bikes just beg to be taken out for a spin. Not as realistic as the BXS, but great bikes in their own right.



FINGER BIKE TIPS & TRICKS

The minibikes just scream to be taken out of your pocket and played with. Practice these great tricks and you'll look like a professional finger biker in no time.



PRO TIP: Practice the Tail Whip until you can do them in your sleep. They're easy, and can be worked into cool combos.



TAIL WHIP

In the air, raise your middle finger out and away from the bike. Push the rear of the bike into a spin with your thumb. Raise your thumb out and away from the path of the bike as it begins to spin. As the rear wheel completes its final rotation, drop your thumb to catch the bike. Land the bike smoothly.



ROCKET AIR

Gather speed and approach the ramp. Place your thumb on the seat and yank the handlebars back. With the bike near vertical, grip the seat with your thumb and middle finger. Release thumb, and extend both your pointer and middle fingers. If all goes well, you'll land smoothly at the base of the ramp.

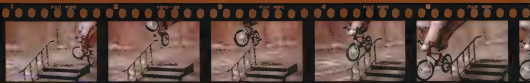


DECADE SPIN

Roll forward and hit the front brake, raising the rear wheel into the air. As the rear wheel begins to lower, hit the rear brakes with your middle finger to raise the front wheel, then rotate the handlebars with your index finger for a full 360°. Land the trick with your three fingers in the starting position and let the front wheel drop smoothly.


GB BIKE FUN

FEEBLE GRIND



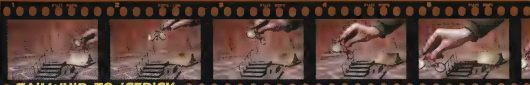
Approach a rail and bunny hop into the air. Land on the rail with your rear axle peg grinding and your front tire rolling along the rail. Near the end of the rail, pull up on the front wheel, and allow the bike to grind off the end of the rail and roll away smoothly.

ICEPICK



As you approach the rail, pop a front wheelie. Bunny hop into the air and position your rear axle peg over the rail. Keeping the front wheel raised, land on the rail, and begin your slide. At the end of the rail, allow the bike to slide off and roll away.

TAILWHIP-TO-ICEPICK



To begin the combo, launch your bike off the jump-ramp. With your thumb, flick the rear of the bike into a spin. Using your thumb to stop the rotation, position your bike over the rail, and prepare to land. Once on top of the rail remember to keep the handlebars raised. Land on your back peg, grind the rail, and roll away clean.



Motorbike madness on your Game Boy can be found in two fun titles, *Motocross Maniacs 2* (above) and *Evel Knievel* (below). Both let you pull some stunning aerial maneuvers without the pain of breaking your legs.



DIRT KINDA DO HURT...



BXS also makes a few obstacles to challenge your skills. Our favorite is the stair set that features a cool metal rail for peg grinds. The spine ramp and speed bump are both a bit too small to actually use, and are better off as cool-looking things to lean your bike against when you're not riding 'em. The miniature repair pack and bike rack are the most functional of the sets.

SMALL BIKES, BIG FUN

Size doesn't matter. But when it comes to your Mom's checkbook, the real-size versions of these bikes would drain the bank.

DK GENERAL LEE



HOFFMAN 130



HOFFMAN CONDOR



HUFFY





Finally, there is relief for those unbearable summer months when it's miserably warm and dry outside. Just mix up 20-30 pounds of instant mashed potatoes and strap your fingers into one of these mini-snowboards from Tech Deck. Featuring real graphics from real companies just like the mini-skateboards, you can now stay on top of your snow skills even if you live in Oklahoma, or better yet, Idaho. Although the bindings are (almost) completely useless, these miniboards are still rate pretty high on the coolness scale just because they're so damn neat.



FINGER SNOWBOARD TIPS & TRICKS

GB SNOW DAY



Trick Boarder (above) and *Boarder Zone* (below) bring home the snow on your Game Boy. If you can't make it up to the mountains for the weekend or the faters aren't enough for you, then grab these carts and experience some wicked snow action. You'll be racing through tons of different courses and landing tricks on loads of obstacles in no time at all.



MAKE YOUR OWN TATERHORN

First, get your hands on 4-5 large boxes of instant mashed potatoes and a five-gallon bucket. Whatever you do, **DO NOT** follow the directions on the box, because if you add the milk and butter, you will REALLY have a stinky mess on your hands in a day or two. Just use warm water to mix up the taters, remembering to keep them on the dry side. Chill overnight and set up on a surface that will be easy to clean. Try to avoid carpet and rugs.



PRO TIP: Don't let your mom catch you boarding in your food. Parents just don't understand.



FINGERBOARD CONTEST

So you think ya got mad finger skills? Heelflip-crooked grinds too easy? Well, it's time to step up or step off. Get out your parent's video camera and a fresh tape because it's time to flex your fingers and show us your best stuff. The winner walks away with enough miniature skate/bike/snow stuff to fill up every pocket you own - and then some.

**WIN TONY HAWK GB!
(and other cool prizes)**

THE CONTEST

Here's the deal: Understand this trick. Technically, it's an ollie-tailslide-kickflip-tailslide. OK, so we understand that most of you will never be able to pull this combo, so we'll meet you halfway: **BEST TRICK WINS.**

This means that if you absolutely **CANNOT** do the trick, then send us a video tape of your best trick possible. We'll pick the best trick from all the entries. Be creative. Unusual locations and tricks score extra points. **ONLY VHS VIDEOTAPE WILL BE ACCEPTED AS AN ENTRY.**

THE PRIZES



Our sponsors supplied us with enough swag to outfit a small army, and now we're giving it away to some highly-skilled fingerboarder, maybe even you. Ramps, benches, rails, bikes, snowboards, and tons of miniature toys are up for grabs in this contest. A helpful hint: Matt said it took almost an hour of videotaping to catch this sequence, so using a tripod/stand and AC power is highly recommended. Good luck!

GRAND PRIZE (1 winner)

- Authentic FTC Skateboard & T-shirt
- Game Boy Color
- Tony Hawk's Pro Skater for Game Boy
- Tech Deck Grab Bag of Goodies (includes six different fingerboards, ramps, & video. Over \$200 value)
- Radica Rider Snowboard Game
- 3 Flick Trix Finger Bikes & 1 Ramp

FIRST PRIZE (10 winners)

- Tony Hawk's Pro Skater for Game Boy

HOW DO I WIN?

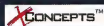
Send your entry, along with your name, address, date of birth, and telephone number to:

FINGER SKILLS CONTEST

c/o Pocket Gamer
150 North Hill Dr.
Brisbane, CA, 94005

All videotape entries become the property of Imagine Media, and cannot be returned.

SPONSORED BY:



No purchase necessary. Contest open to all fingerboarders, except for employees of Imagine Media (that includes you, Richie), X-Concepts, FTC, Spin Master Toys, Activision, and Nintendo. You must include your name, date of birth, address, city, state, zip code, and telephone number and mail your entry to: Finger Sports c/o Pocket Gamer, 150 North Hill Dr., Brisbane, CA 94005. One entry per person. All entries become the property of Imagine Media, and cannot be returned. Imagine Media also retains the rights to assign once the entry is submitted. All taxes (federal, state, local, if any) are the

responsibility of the winner. Grand Prize will be awarded to nearest winner and is not transferable. Other voids where prohibited, regulated or restricted by law. All entries must be received at contest headquarters by July 19th, 2000. Imagine Media is not responsible for lost or misdirected entries. You'll have to take that up with your postman. Winner will be randomly selected on the 20th of July. Odds of winning are determined by number of entries received. Winner will be notified by phone. If winner declines the prize or cannot be notified, another winner will be selected. In the event a prize shown is

not available or it becomes impossible for the sponsor to award the prize, a prize of equal value will be substituted. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. The name of the winner and their credits will appear in an upcoming Imagine Media publication and on our website www.dailyrider.com. Helixer X-Concepts, FTC, Spin Master Toys, Activision, and Nintendo shall be responsible for any damages or expenses that winner might incur as a result of this contest or the receipt of any prize.

POCKET PALS

FEAR THEM: THEY EAT YOUR CHANGE



PET DOCTOR

Like any pet, you need to give it attention and affection in order for it to grow into a healthy and happy pal. Use these tips to train and care for your pet.

- Terriers are smart and attentive dogs. This is a good first pet, but remember they'll need your constant attention.
- Take time to play with your pet. This will keep your pet happy and active. If you have more than one pet, it's important to spend quality time with each of your pets. If you neglect your pet, it will misbehave just like a real pet.
- Pressing the Start button will allow you to access the Petz Status Screen. This is where you'll find your pet's vital statistics, and whether or not it requires food or water.
- Play games with your pet in between meals, and be sure to brush its hair, since proper grooming is important (this also helps keep fleas away).
- If you continually mistreat your pet, it will run away.
- Use the Game Boy Color's Infrared Communicator to trade pets or toys with other *Dogz* or *Catz* owners (no link cable is required). However, you can't combine the dogs and cats, like real animals, you gotta keep 'em separated.

Mon won't let you have a dog. Or maybe you live in an apartment where pets aren't allowed. Maybe Dad flushed your last goldfish after you forgot to feed the little critter. Whatever the reason, your new best friend is only a cartridge away. You can take comfort in knowing that there are other ways to bring home a hot dog, treaky fish, or cute kitty.

Thanks to the wonders of modern technology, virtual pets are now available for adoption. These animals act the same way real pets do, but unlike real

pets, they won't keep the neighbors up by barking all night, or leave a mess on the carpet.

Game Boy owners have the most choices when it comes to adopting one of these digital creatures. Currently, there are only three titles available in the States, but their popularity promises that more will be on the way. However, unlike traditional games, there are no enemies to defeat or points to score, instead you're rewarded by raising a smart and healthy pet.

DOGZ & CATZ



Shortly after the first virtual pets (like the Tamagotchi) were released, PC clones quickly followed. In addition to virtual dinosaurs and dolphins, other PC pals like *Dogz* and *Catz* were also introduced. The Game Boy games are based on their PC cousins. Depending on the

version you have, each game allows you to adopt your very own digital puppy or kitten. As your virtual pet grows, it learns new tricks and develops its own personality. Your job is simple: keep the pet happy and healthy.

Toys and pet items are available in both games. Use these to take care of your animal, play games, reward it with treats, brush its hair, or to discipline it when it's bad. By taking good care of your puppies or kittens, you'll get the chance to adopt additional pets.

These games are great and they're the next best thing to having a pet of your very own!



1. Make sure Fido has a nice place to play and sleep.
2. Got milk? Kitty enjoys a delicious drink.
3. Toys and other items help you keep your pet happy.



Dogz. Catz. Ferretz? Oh My!



If you're looking for a more exotic four-legged friend, you may want to consider a ferret.

Currently available (but only in Japan) is *Ferret*

Monogatari, or *Ferret Tale: Dear My Ferret*. The game features a variety of neat minigames, including ferret races and a dancing simulator, where your ferret shakes its booty to the beat.

Several states have outlawed ferrets, so this might be the best way (and most legal) to own a ferret. Check your local import store for the game.

MORE POCKET STUFF

You don't need a Game Boy to experience the joys of owning a virtual pet. Check out these add-ons and stand-alone gadgets.

PocketStation:



This PlayStation accessory isn't currently available in the States, and it's uncertain whether Sony will bring the gadget here. So

what is it? It's a memory card and portable gaming system in one. Data can be transferred between this handheld unit and the PlayStation, so you can play minigames on the road or build up characters and then load 'em into your PlayStation games.

VMU (Virtual Memory Unit):



This Dreamcast add-on does much more than your basic memory card. With this accessory, you can download game characters to the VMU, train them on the go, then share data between Sega Dreamcast and Naomi-based arcade machines. When playing a Dreamcast game, the LCD screen on the VMU is private, so you can issue game commands without your opponent seeing.

Sega GT's VMU Game

The newest minigame entry for the Dreamcast VMU is a racer called *Homo Pocket* that's available in the new Dreamcast game, *Sega GT*. Like the other VMU games, this one offers up poor controls and two-color graphics. Best to leave room in your pocket for some other gear:



Tamagotchi:



These egg-shaped key-chains started the virtual pet craze a few years ago, but now they're outdated and hard to find.

You raise, feed, and play with the Tamagotchi, and if you're a good trainer, they may evolve into a new and different form.

LEGEND OF THE RIVER KING

There are two modes of play in Legend of the River King. The first, Fish Mode, takes players on a fishing adventure. The second, and the one featured here, is the Raise Mode. In this mode, you raise fish from tiny fish eggs, basically turning your Game Boy into a virtual fish tank.

Fish Farm

Raising a fish is pretty easy, but you have to keep an eye on the health of your fish and the tank's condition.

- Larger fish like Trout prefer shallow water with a current.
- Smaller fish like Carp prefer deeper, still water.

Use this chart to help determine your fish's future.



FISH FOOD

Goldfish make a tasty (but messy) snack when playing your Game Boy.

STAGE 1

STAGE 2

STAGE 3

STAGE 4

STAGE 5

STAGE 6



Pocket Color Pikachu:



You've seen the cute little Pocket Pikachu: the Tamagotchi-like handheld that clips onto your belt and allows you to play

with Pikachu. Now, get ready for a color version. Raise and train Pikachu just like in the original Pocket Pikachu, but in addition to raising and training him, you can do other cool stuff too. Using infrared technology, Pocket Color Pikachu links up with *Pokémon Gold* and *Silver* for Game Boy Color.

DigiVice:



These handheld devices allow you raise and train Digimon creatures as

virtual pets and take 'em with you wherever you go. The colorful devices can connect together so two players can battle their Digimon.

GigaPets:



as well as original GigaPet creatures (like a baby T-Rex). Each creature costs between \$10 and \$15. There are also GigaFighters that allow you to raise and train creatures and then battle them.

This is Tiger Electronics' answer to Tamagotchi. You can adopt Disney and Looney Tunes characters

Pet Rock:



you can adopt one rather easily. Just find a pile of rocks near your house and dig through it for a nice, smooth friend.

Believe it or not, back in the '70s, people actually sold these pebble-like playmates in convenience stores all over the country. While they aren't for sale anymore,



INSERT COIN

Carry an arcade in your pocket!

Sure, we're livin' in the 21st century, but we're playing arcade games from the 1980s. One reason is because these games are so popular and so well known (you may not remember *Pong* or *Pac-Man* but you certainly know their names). But another reason (and the one that makes the most

sense) is because these old-school one-screen wonders translate to the handheld platforms so well.

Now, you don't have to carry a pocket of quarters down to the arcade or spend hours trying to feed your dollar into the exchanger for tokens. With a flip of a switch (and the required

cart) you can travel down memory lane for a session with some of the greatest games of all time! These games are the foundation of the video game industry and if their heyday was before your time, then now is a great time to discover these classics.

PONG (1972)



This is the game that started it all. Introduced in 1972, *Pong* was the very first coin-operated video game. *Pong: The Next Level* is an updated version that features four new variations of the

original game (which was basically a dumbed-down game of tennis). Included in this version, *Soccer Pong*, *Jungle Pong*, and *Arctic Pong*. These modes feature backgrounds unique to the area (penguins are obstacles during the Arctic stage) and multiple balls. Still, like the original, the game is most fun played with a friend, which you can do by using a Link Cable.



SPACE INVADERS (1978)



Another basic premise: invading aliens are trying to land on your planet and it's up to you to stop them. This is an update of the classic version

(which is also hidden inside the game – see our CODE SECTION on page 110 to unlock it), but what an impressive update it is. Revved-up graphics, new bosses, and new weapons bring new life to the game, while the hidden classic is just icing on the cake.

MISSILE COMMAND (1981)



When this game first appeared in arcades, it featured a new controller called a trackball. While the Game Boy version doesn't come with a trackball, it's just as much mindless fun. Playing the game is a little

more difficult without it, though. Players try to keep incoming missiles from toasting cities below by firing your own missiles to intercept them (kind of like Reagan's Star Wars plan). Sure it sounds simple, but as the game progresses, the handful of missiles multiply into dozens and start raining down like a monsoon. An OK translation for an OK arcade game.

ASTEROIDS (1979)



After a simple horse-and-buggy game like *Pong*, *Asteroids* was like driving a Corvette. This updated version of the classic (also hidden in the game) fits the Game Boy perfectly.

The object is to survive a constant bombardment of asteroids coming at you from all directions. If you're looking for something to kill time, then this version, like its arcade cousin, will suck it away like a vacuum.





HERE

Back in the day, as they say, video games weren't too fancy. In fact, it was all a programmer could do to cram a game into an arcade machine. But technology has changed all that and now those same games can fit comfortably onto a tiny Game Boy cart.

DEFENDER (1980) JOUST (1982)



ORIGINAL ARCADE



GAMEBOY VERSION

Digital Eclipse, one of the best Game Boy developers in the business, bring the quarter-munching classics *Joust* and *Defender* to Game Boy in grand style. It seems not

a pixel was overlooked in the conversions, both of which are flawless,

incredibly playable (although the vector-like graphics in *Defender* are sometimes hard to see on the tiny GB screen) and both are combined in one handy cartridge. *Defender* is basically a side-scrolling shooter, while *Joust* is much easier to play than

explain. For hours of fun and a look back at old-school gamin', this cart is the ticket.



ORIGINAL ARCADE



GAMEBOY VERSION

MS. PAC-MAN (1981)



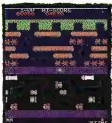
ORIGINAL ARCADE



GAMEBOY VERSION

Pac-Man created a frenzy that had to be fed. To satisfy the demand, a sequel for *Pac-Man* quickly followed. The gameplay is the same, but instead of a repeating maze (which *Pac-Man* suffered from), *Ms. Pac-Man* offered up different mazes as the game progressed. Still, the same challenging and habit-forming gameplay with slightly improved graphics and in-between cut scenes that chronicle *Ms. Pac-Man's* courtship with *Pac-Man* and subsequent marriage improve on the original. Waka, waka, waka...

FROGGER (1981)



ORIGINAL ARCADE



GAMEBOY VERSION

"Go, Froggy, go, you gotta keep hoppin', you can never stop. Go, froggy, go, you gotta keep hoppin' 'til you get to the top." It's a catchy ditty and the game is equally addictive (and plays just like the song says). A perfect remake of the arcade version and completely at home on the handheld platform. A must-own classic.



PAC-MAN: SPECIAL COLOR EDITION (1985)



ORIGINAL ARCADE



GAMEBOY VERSION

One of the world's most well-known video game characters comes to Game Boy Color with a Special Color Edition that copies the original arcade game almost exactly. If you've never played the game, or heard of it, then you're

missing an experience that rivals your first kiss. OK, so maybe chasing ghosts around a maze and eating dots doesn't sound like much. For the time, though, when this game was first released, it caused a craze of Pokémon-like proportions. If that isn't enough to convince you, then maybe the fact that this version even has a separate *Tetris*-like game called *Pac-Man Attack*, will.



MOON PATROL (1982) SPY HUNTER (1983)



Two of the greatest games of all time are what you get when you pick up this Arcade Hits collection from Midway. Both are exact



conversions of their coin-op cousins and play equally well on the Game Boy. *Moon Patrol* puts you behind the wheel of a moon buggy as it rocks and rolls over a crater-pocked lunar surface, and *Spy Hunter* puts you behind the wheel of a gadget-loaded spy car straight out of a James Bond movie. *Spy*

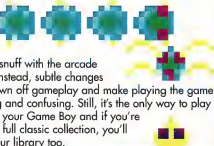
Hunter's control configuration takes some getting used to, while *Moon Patrol's* is much easier to learn. Not unlike *Patrol's* theme song, which will stick in your head like a Jolly Rancher.



CENTIPEDE (1982)

Inspired by *Space Invaders*, *Centipede* was another trackball game that collected mountains of quarters with its fast-paced and addictive gameplay. However, this version

isn't up to snuff with the arcade original. Instead, subtle changes have thrown off gameplay and make playing the game frustrating and confusing. Still, it's the only way to play *Centipede* on your Game Boy and if you're looking to have a full classic collection, you'll have to add this to your library too.



SUPER MARIO BROS. DX (1983)



An almost exact translation of the side-scrolling classic, *Super Mario Brothers DX* (which means deluxe — and they ain't kiddin') brings all the Mario goodness to the Game Boy, and adds a bucket-load of neat new features that make the game one of the best GB titles ever. If you haven't played the arcade original, and even if you have, this version deserves your immediate attention.

GHOSTS 'N GOBLINS (1985)



As the original *Ghostbuster*, Arthur the Knight, you must save your kidnapped girlfriend Guinevere from evil hordes of zombies, gargoyle, and other spooks. While the Game Boy game is actually a conversion of the NES 8-bit game, it still looks and plays as well as the original arcade version, and is close enough to the original to merit inclusion here. As far as side-scrolling action games go, the only thing better is *Mario*.

PAPERBOY (1986)



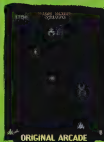
Not surprisingly, as many arcade classics do, this game still has a cult following. Unfortunately, those fans will be sorely disappointed with this version of it. As the name implies, you deliver papers while riding your bike through various neighborhoods. Possibly the worst conversion of *Paperboy* to date, this version has serious slow-down problems and its signature sound bites are missing.

Coming Soon



TOOBIN'

Midway's roaring-rapid inner tube racing game comes to the Game Boy later this summer. The conversion is supposedly an exact translation of the arcade classic.



GALAGA

Namco's shooter will get an update thanks to Hasbro Interactive this fall. The game will feature the never-ending waves of flying aliens to shoot down, but won't be the actual classic (which is shown here). Instead, we'll see updated graphics and gameplay.

Original Pocket Arcade

Game Boy's not the first to bring the arcade experience home in a handheld game. No sir, a company called Coleco did it when they partnered with Midway in 1981 to produce several miniature table-top arcade games that were small enough to sit on your lap.

The machines stood about five inches tall and played LED simulated versions of *Galaxian* and *Pac-Man*, popular modern-day coin-ops of the time. OK, so maybe they were a little too big to fit in your pocket, but one or two players could play for hours on a set of six size-C batteries. In addition to an arcade-like mini-joystick, the games featured cabinet graphics from the original arcade machines.

THE ARCADE GAMES YOU CAN TAKE HOME WITH YOU.



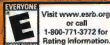
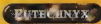
Play *Galaxian* like the original arcade machine.
Play *Pac-Man* like the original arcade machine.
Play *Pac-Man* like the original arcade machine.
Play *Pac-Man* like the original arcade machine.
Play *Pac-Man* like the original arcade machine.

Play *Galaxian* like the original arcade machine.
Play *Pac-Man* like the original arcade machine.
Play *Pac-Man* like the original arcade machine.
Play *Pac-Man* like the original arcade machine.
Play *Pac-Man* like the original arcade machine.

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POKÉMON TRADING CARD

In *Pokémon Trading Card Game*, you play a collector who decides to become a player when he learns that the four Grand Masters of the Trading Card game are looking for someone to inherit the Legendary Pokémon cards. You begin your journey in the lab of your good friend and Pokémon Trading Card expert Doctor Mason, who will teach you the basics.

It's a long, hard road from Dr. Mason's lab to the Pokémon Dome where the Grand

Masters wait for worthy challengers. You can't get into the Pokémon Dome until you earn eight medals by defeating the Masters of the eight Pokémon Trading Card Clubs. To complicate matters, Ronald, a fellow Pokémaniac, has the exact same idea. He's looking for the legendary Pokémon cards, too. The race is on and you must sharpen your fighting skills and defeat the Grand Masters to complete your collection!

Doctor, Doctor, Gimme Some Pokémon



The game begins in Doctor Mason's lab. The first decision you have to make is which deck to start the game with. There are three choices: the Charmander & Friends Deck, the Squirtle & Friends Deck, and the Bulbasaur & Friends Deck. Fun Fact: These are the same choices you get when you start the

Pokémon game, but you can't choose Pikachu.

You can move between the 12 locations on the map at will. However, in the beginning, although you'll be able to enter the Pokémon Dome or Challenge Hall, nothing will happen. First, you need to tour the Clubs and try your luck in battle.

ISHIHARA'S HOUSE

Ishihara, a Pokémon Trading Card enthusiast, has a huge, but incomplete, collection of cards and has rare cards to trade.



ROCK CLUB

LIGHTNING CLUB

DR. MASON'S LAB



Card Clubs

At the heart of this game is the card battles. And at the heart of the card battles are the Card Clubs. Once you've assembled some killer decks and have a few battles under your belt, you should be well on your way to battling the Grand Masters and collecting the elusive Legendary Pokémon cards. To even reach the Grand Masters, though, you need to collect the eight Master Medals by lighting each of the Club Masters. And before you fight the Club Masters, you have to fight the mem-

bers of each of those clubs! It's hard work, but those medals are worth it!

Each of the clubs use different decks and these decks consist primarily of one Pokémon type. It's pretty easy to anticipate the type and number of cards you'll need to battle them successfully. Here are some pointers.

Each of the Club Master clubs is named after the dominant Pokémon type in their decks. For instance, the Fire Club's master, Ken, uses a deck

that mostly has Fire-type Pokémon in it, so you'll know which cards to use against them. Also, once you've challenged a Club Master, the doctor will send you an email giving you useful strategy tips to use in the upcoming battle.

Once you've accumulated medals from each of the eight Club Masters, you'll be granted access to the inner sanctum of the Pokémon Dome. The four Grand Masters await you here. Beat them and you'll be given the Legendary Cards.



Grass Club

Your chances are much improved if you fight with a deck consisting mostly of Fire Pokémon, since the Grass type are vulnerable against your attacks. Colorless Pokémon are good too, since they need very little energy to launch attacks. You don't need any Psychic Pokémon here.



Fire Club

Use mostly Water Pokémon to increase your odds against these guys and be sure to stock up on recovery potions. Be careful of some of the evolved Fire-type Pokémon, though. For example, Lizardon can be very dangerous and cause a surprise defeat even if you're comfortably ahead.



Pokémon Trading Card

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
GENRE: ADVENTURE

Nintendo brings the excitement of Wizards of the Coast's Pokémon Collectible Card Game to the Game Boy

See page 39 for a review of Pokémon Trading Card Game.



POKÉMON DOME



Collect eight Club Medals, win a trip to the Pokémon Dome. This is the Super Bowl of card battles where you'll battle the Grand Masters for the Legendary Cards.

The Challenge Hall



At the outset, there are no events being held at the Challenge Hall. As you progress through the game, though, the different clubs congregate here to do battle for the Challenge Cups. When you win, you'll get good prizes.

You'll fight three Trainers during a cup match, one after another. Between each of the three battles, you have the opportunity to change your deck and save the game – so if you lose the second round, just load the game up again! Beat the third, and you win a Promotion card. The kind of Promotion card you win depends on the time you enter the contest, so it's a good idea to come back to the Challenge Hall frequently, at different times, to see what you can get.



Water Club

A deck of mostly Electric-type Pokémon will be effective against the water boys. Make sure you have a few monsters with very powerful attacks – and that you know when to retreat!



Lightning Club

The Fighting Pokémon are the ones you need when you find yourself in the Electric Club. Use Fighters with good physical strength but be careful of the Electric-type Pokémon with their suicidal explosion ability – obviously!



Psychic Club

It takes a thief to catch a thief. The Psychic Pokémon are best fighting against their own kind, which naturally leads to problems. You'll be up against guys that know your own weaknesses. It might be worth

while to go for something completely different by fielding Electric, Colorless, or Fire types.



Science Club

This club uses mostly Poison-type Pokémon, so use Psychic Pokémon against them and look to exploit their weak points. Done effectively, you'll score some very easy victories here.



Fighting Club

You'll face Fighting Pokémon here, so use the Psychic Pokémon and any of your guys who have high-level HP. Don't bother with Grass Pokémon.



Rock Club

Use Grass Pokémon to give the stone guys a fright. You need to launch quick-fire attacks, and use the special attacks, like poisoning, often.

DEAL ME IN!

HOW TO PLAY POKÉMON TRADING CARD

1. Getting Started

Each player starts the game with a hand of seven cards drawn from the deck. From your hand, you'll have to choose a Basic Pokémon card as the Active Pokémon. Then, you must choose up to five Pokémon to place on your Bench. You can switch these five with your Active Pokémon.

Finally, you must draw your Prize cards. In the Wizards of the Coast card game you always fight over six prizes. In the Game Boy version, the number of prizes is determined by the kind of match. Practice matches are usually fought over two Prizes; you use four Prizes when you duel club members; and, when you duel a Club Master, you draw the full six Prizes. Every time your opponent's Pokémon is knocked out, you get to take one of your Prizes into your hand. When you take the last Prize you win the match.

At the start of each duel, you flip a Pikachu coin to see who goes first.

2. Beginning Play

Begin your turn by drawing a card. On your turn, you may do the following things:

Play Pokémon: You can have up to six Pokémon in play at a time. One of these is your Active Pokémon. The rest are on your Bench. Battle only takes place between Active Pokémon. You can charge up the Pokémon on your Bench by playing Energy cards on them. Once charged, they're ready to replace a knocked-out Active Pokémon or to switch places with an injured one.

Evolve Pokémon: You can Evolve a Pokémon in play if you have its next evolution in your hand. Each turn, you can evolve as many Pokémon as you like. However, you can't Evolve Pokémon on the same turn that you put them into play.

Play an Energy Card: You can place one Energy card on any one of your Pokémon. Pokémon need Energy to use their attacks.

Retreat: You can move your Active Pokémon to the Bench and activate a Benched Pokémon. However, you will be penalized the Retreat Cost of the Active Pokémon. When your Pokémon gets hurt, it's good strategy to pull him back out of harm's way.

3. Attack!

At the end of your turn, you attack with your Active Pokémon, using the attack of your choice (as long as you have the needed number of Energy cards). Damage for each attack is listed on the card. A Pokémon with a Weakness will incur double damage if attacked by a Pokémon of that type. If it has Resistance against the attacker's type, then subtract 30 points from the damage.

4. Finishing the Game

Deplete the opposing Pokémon's Hit Points and you'll knock it out. You can draw one of your Prizes each time you Knock Out one of your opponent's Pokémon. When you take your last Prize, you win!

PRIZES LEFT ACTIVE POKÉMON NAME CARDS IN DECK 4 CARDS	PRIZES LEFT ACTIVE POKÉMON NAME CARDS IN DECK 2 CARDS LOSE
WIN	LOSE
YOU WIN THE DUEL WITH HONOR!	

Command List

From the Main Screen you can choose the following commands: Hand, Check, Retreat, Attack, Pknn Power, or Done.



Hand

Hand displays your character's hand. You use this screen to choose which cards you want to play.



Check

Check is used to check the cards in play. You have the option of checking the entire play area, your play area, or the opponent's play area. Looking at the whole table gives you a good overview. If you choose your play area, you can examine your Pokémon, the Glossary, your hand, and your discard pile. The "Your Pokémon" screen is an indispensable summary of the Pokémon you have in play.



Retreat

Retreat tells your Active Pokémon to Retreat.



Attack

Attack is used to choose which attack your Pokémon will make. He needs to have enough Energy to make the attack. Attacking ends your turn.



Pknn Power

Pknn Power stands for Pokémon Power. This is how you use Pokémon Powers. Very few Pokémon have Pokémon Powers so you won't need this very often.



Done

Done is used to end your turn without attacking.

Getting Around



Main Screen:

Here you'll see your character as he wanders around meeting folk and challenging them to battle.



Map Screen:

You'll journey to each club on the island map (see map) and fight the master of each club.

Battle Screens

When you're fighting a duel you'll see the following screens.



FACEOFF SCREEN:

Shows both players, their decks (with a count of how many cards you have left) and their hands. This screen appears automatically when you draw or shuffle.



INFORMATION SCREEN:

This screen pops up to give you instructions or information, such as whose turn it is.



TABLE VIEW:

Shows the table from above with both players' cards (this screen comes up automatically when you're placing Prizes).



COIN TOSS:

Flip a Pikachu coin to determine who goes first and the effects of some attacks.



MAIN SCREEN:

The heart of the dueling interface is the screen that shows both Active Pokémon, what type they are, how many HP they have, how much damage they have taken, and their status: poisoned, sleeping, confused, or paralyzed.

Pokémon Cards

There are three different kinds of screens associated with each Pokémon card. You can get a look at the Pokémon cards in your hand or in play on either side by selecting them with the B button (from any of the Check screens) or the Start button (from the Hand list).

Main Screen: This screen shows all the information on your selected Pokémon. It includes:



Description Screen: You will be shown one of these screens for each attack and/or special ability your Pokémon possesses. It tells you how much energy you need for attacks, how much damage they inflict on your enemy, and any other effects the attack might have.

Pokédex Screen: Displays the selected Pokémon's characteristics: weight, height, other physical attributes, and any other interesting or useful information.

DECK BUILDING

Although you'll start out with a pre-built deck from Dr. Mason, you'll have to learn how to build decks of your own to win. The key is to build a strong, balanced deck. There are probably as many ways to do this as there are

players of the game, but here are some pointers that will help you get started. You'll be able to save up to four decks at one time, so you can be prepared to battle the wide range of opponents you'll meet along the way.



Different Decks with Different Specs

How you build your deck depends on what kind of game you want to play. Some want to go for an all-out attack from the start, others prefer to let their Pokémon evolve, so they can bring more power to the battle later on.

Here are a couple of examples of different playing styles that you might face or want to adopt.

Speed Deck: Don't bother with Evolution or Pokémon that need a lot of Energy. The goal is to get your Pokémon out and fighting before your opponent is ready for them. Be careful – you will have the upper hand at the start of the duel but your Pokémon will be relatively weak. Use Defender, Potion, and Switch cards to protect them.

Heavy-Hitter Deck: The goal is damage – lots and lots of damage. You will need a few small Pokémon tough enough to take a few hits while you pump up your big boys on the Bench. Go for powerful Evolutions or Pokémon like Zapdos that blow just about anything away if you have the time to play the Energy they need. Big Pokémon eat up a lot of Energy so make sure they get it and they tend to be stubborn so include Switch cards to pull them back if they get badly damaged.

Deck Composition

Play a balanced deck. Period. Basic Pokémon, Energy, and Trainer cards form the basis of a deck. We suggest a ratio of 25/25/10 for a total of 60 cards in your deck. That is, you should hold 25 Pokémon cards, 25 Energy cards, and 10 Trainer cards for a well-balanced deck. It this varies either way by more than five cards, your risk imbalances later in your game.

Decks that use two kinds of Energy work best. Include Pokémon that use those kinds of Energy and a couple that use colorless Energy. If you only use one kind of Energy you could find yourself in real trouble in a duel against an enemy that uses a deck that is strong against Pokémon who use the Energy you have chosen. A little variety gives your deck strength but be careful not to go too far. If you have too many different kinds of Energy in your deck it can be hard to get the Energy you need for the Pokémon you draw.

POKÉMON CARDS: Without Pokémon, there's no game! Again, 25 of them are recommended, which includes basic and evolved Pokémon.

▪ **BASIC POKÉMON:** These form the backbone of your deck. You should have about 15 or 20 of these cards.

▪ **EVOLVED POKÉMON:** How many you have will vary, of course, but aim for around ten. It's also important to have some kind of balance between Pokémon that have evolved once and those that have evolved twice. A ratio of 3:2 is good.

ENERGY CARDS: These are needed when your Pokémon launch attacks. You'll need about 25 of them. Take a look at the Pokémon you want to use. Some have attacks that need more Energy than others. If your Pokémon don't need much Energy you can get away with fewer cards. If they have massive attacks that require a lot of Energy or attacks that call for you to discard Energy you will need more.

TRAINER CARDS: About ten of these are recommended, but you can have more if you wish.

Compensating for Weaknesses

If you have a deck with several types of Pokémon, your main force should be only one or two types. Regardless of which type you choose, you'll inevitably have weaknesses against certain Pokémon. For instance, if your main Pokémon fighters are Electric, your natural enemy is the Fighting type, so they should be on your bench to compensate for the Electric type's weaknesses. If your main guys are Grass type, whose natural enemy is the Fire-type Pokémon, your bench should have Water-type Pokémon to counter the Fire-type enemy.

Colorless Attacks: If

you're using two or more colors of Energy in your deck, it's a good idea to include some colorless Pokémon. With colorless attacks, you can use whatever energy cards you end up with. However, when you need a specific kind of energy, you can get stalled if you draw the wrong kind.

Energy Cost: Look at how much energy it takes to use your Pokémon's attacks. You should try to have a good range of costs. Make sure that at least half of your Pokémon

have attacks that can be used with only one or two energy cards. If you have too many energy-hungry Pokémon in your deck, you'll get stuck waiting around for the energy cards you need to attack.

Watch Your Bottom Line: If you built a good deck, you'll have a tasty assortment of Weaknesses and Resistances to play. However, watch which Pokémon you put into play and maintain a balance of Weaknesses and Resistances on the battlefield. Keeping aware will give you the flexibility to get a strong Pokémon into action against anything your opponent plays.

Time Your Evolutions: You'll always be in a rush to get the right Evolution card in your hand. Once you do, you're going to want to play it right away – but don't. The card will be a lifesaver in battles that go down to the wire. Plus, Evolution cures conditions like Confusion, Paralysis, Poison, and Sleep. But remember that an evolved Pokémon is a target. Keep your Pokémon on the bench and play Energy cards on it. It'll need the extra energy as it evolves. When everything is ready, play the Evolution card and put the evolved Pokémon to work!

Don't Get Trapped: Don't put Pokémon with a high retreat cost into play on your bench unless you have a Switch card. An opponent with a Gust of Wind could force your Pokémon out of hiding and into active play, which can be bad news if your Pokémon isn't ready to fight.

A good example of this is Zapdos, which has a Retreat Cost of 3 and whose attacks cost 4 Energy. If you don't have a Switch card you can use to pull him back, he can be Gusted and taken down before you can build up enough energy to power his attacks.



Exploiting Your Enemy's Weaknesses

Sometimes you'll know the kind of Pokémon that your opponent will be fielding. This is especially true when you face the Club Masters. The Fire Club, for example, mostly fields Fire-type Pokémon, so you should make sure you include Water Pokémon on your team. But don't forget to keep the deck balanced with Energy and Trainer cards, too. Similarly, the Grass Club will use lots of Grass types, but since they are aware of their weaknesses, they'll have Water guys on their bench. You should anticipate this kind of thing and plan against them.

Pokémon Selection

Not all Pokémon are created equal. It's important to know your Pokémon's attributes and use them to your advantage.

STRENGTH:

Don't choose only the strong Pokémon for your deck. Strong Pokémon need lots of Energy to pull off their attacks. You may be left without being able to fight back if you don't have some of the weaker guys in your team.

EVOLUTION: Include a few Evolution cards in your pack. That way, weaker Pokémon can become stronger towards the end of the game when you choose to evolve them.

HIT POINTS: You can rest some of your weaker Pokémon by putting Pokémon with higher HP into battle. Put a few of the big guys in your lineup and feed energy to your benched Pokémon while the tough guys take the hits.

ATTACK STRENGTH: Similarly, feed energy off to your benched big hitters when you're fighting with a Pokémon with a high HP rating. They need a lot of energy for their super-strength attacks.

TRAINER TIP

There's an Assistant named Aaron in the lab who will fight a four-prize duel with you any time you want. Every time you beat him you get a special Booster Pack that only contains Energy. When you start modifying your deck you are going to need more Energy, so visit Aaron a few times early on. You get your choice of decks to fight so pick something your deck will be strong against and take him down fast!

Starter Decks

Let's take a closer look at your three choices.

Charmander & Friends

- 10 Fire Energy
- 8 Lightning Energy
- 6 Fighting Energy
- 2 Charmander
- 1 Charmeleon
- 1 Charizard
- 2 Growlithe
- 1 Arcanine
- 2 Ponyta
- 1 Magmar
- 2 Pikachu
- 1 Raichu
- 2 Magnemite
- 1 Magneton
- 1 Zapdos
- 2 Diglett
- 2 Dugtrio
- 1 Machop
- 1 Machoke
- 2 Rattata
- 1 Raticate
- 1 Meowth
- 1 Professor Oak
- 2 Bill
- 1 Switch
- 1 Computer Search
- 1 Plus Power
- 2 Potion
- 2 Full Heal

Squirtle & Friends

- 11 Water Energy
- 6 Fighting Energy
- 8 Psychic Energy
- 2 Squirtle
- 1 Wartortle
- 1 Blastoise
- 2 Seel
- 1 Dewgong
- 1 Goldeen
- 1 Seaking
- 1 Staryu
- 1 Starmie
- 1 Lapras
- 1 Machop
- 1 Machoke
- 2 Geodude
- 1 Hitmonchan
- 2 Abra
- 1 Kadabra
- 2 Gastly
- 1 Haunter
- 2 Rattata
- 1 Raticate
- 1 Meowth
- 1 Professor Oak
- 1 Bill
- 1 Switch
- 1 Poké Ball
- 1 Scoop Up
- 1 Item Finder
- 1 Potion
- 1 Full Heal

Bulbasaur & Friends

- 11 Grass Energy
- 3 Fire Energy
- 9 Water Energy
- 2 Bulbasaur
- 1 Ivysaur
- 1 Venusaur
- 2 Caterpie
- 1 Metapod
- 2 Nidoran (m)
- 2 Nidoran (f)
- 1 Nidorino
- 1 Tangela
- 1 Flareon
- 1 Seel
- 1 Dewgong
- 2 Krabby
- 1 Kingler
- 2 Goldeen
- 1 Seaking
- 1 Vaporeon
- 1 Jigglypuff
- 1 Meowth
- 1 Kangaskhan
- 2 Eevee
- 1 Professor Oak
- 1 Switch
- 1 Poké Ball
- 2 Pluspower
- 1 Defender
- 2 Full Heal
- 1 Revive

These are poorly constructed decks but they give you a good variety of cards to use when creating newer, better decks of your own.

All three decks use three kinds of Energy. Take out one of the three kinds of Energy as soon as possible and replace the Pokémon who use it with Pokémon who use one of the other two kinds of Energy in the deck.

Another problem is the number of Evolution cards in these decks. You're better off having more of the Basic Pokémon that match your Evolution cards. Blastoise won't do you much good if you only have one Wartortle and one Squirtle.

Of these three decks, our choice would be the Charmander & Friends deck. It has the best balance of cards and two Bill cards.

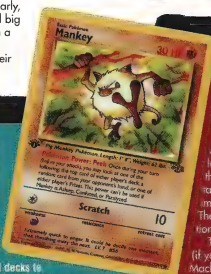
The Lab

The lab contains a library with books full of useful tips, a table where you can play practice games with one of Dr. Mason's assistants, the PC, the Auto Deck Machines, and the Deck Save Machine.

You can use the PC to look at your Card Album, which displays the cards you've collected. The PC also has a Read Mail function that you can use to receive messages from Dr. Mason, a Glossary of important game terms and a Print function. Doctor Mason's Email messages contain important hints and often have Booster Packs attached to them.

The Deck Save Machine allows you to save up to 60 different deck configurations. If you come up with a deck you like, make sure to save it here.

The Auto Deck Machines assemble decks for you out of your card collection (if you have the proper cards). In the beginning, only one of the Auto Deck Machines is available. Every time you beat a Master you get a medal that you can use to activate an additional Auto Deck Machine that features five new decks.



BACK RECEIVED A BOOSTER
PACK: COLOSSEUM

BEATING THE GAME

We're gonna keep most of the game a secret. Suffice it to say that the adventure isn't over once you've collected the four legendary Pokémon cards. The fun doesn't stop there. You can continue to fight each trainer until you've collected all of the Pokémon cards.

Once you've beaten the main game, you'll be able to use the Legendary Auto Deck Machine. This

incredible device will automatically build a Grand Master deck for you! You'll find the thing secreted away in the inner sanctum of the Pokémon Dome.

Also, there are two extremely rare "phantom" cards that you won't be able to get just by playing the game. Catch 'em if you can!



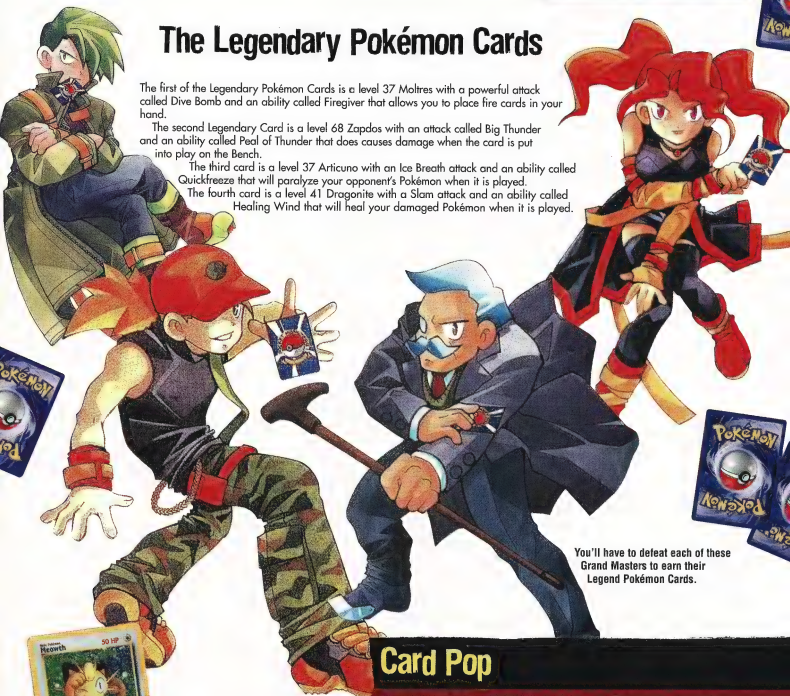
The Legendary Pokémon Cards

The first of the Legendary Pokémon Cards is a level 37 Moltres with a powerful attack called Dive Bomb and an ability called Firegiver that allows you to place fire cards in your hand.

The second legendary Card is a level 68 Zapdos with an attack called Big Thunder and an ability called Peel of Thunder that does causes damage when the card is put into play on the Bench.

The third card is a level 37 Articuno with an Ice Breath attack and an ability called Quickfreeze that will paralyze your opponent's Pokémon when it is played.

The fourth card is a level 41 Dragonite with a Slam attack and an ability called Healing Wind that will heal your damaged Pokémon when it is played.



You'll have to defeat each of these Grand Masters to earn their Legend Pokémon Cards.

Card Pop

One of the coolest features of Pokémon Trading Card is something called Card Pop. To use it, find someone else who has a copy of the game. When you connect with the IR part and you both use the Card Pop feature at the same time, you both get a special card! You can only do this once with each person so find a bunch of Pokémonians who own a copy of the game and POP yourself a fat wad of sweet cards!

Each game comes packaged with a special edition card. This holofoil promo card is must-have for any collector. Check out the Meowth card we got in our box!



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METAL GEAR SOLVED

Solid Snake's hit the Game Boy and we'll show you how to shoot, blast, and sneak your way through Galuade and destroy Metal Gear. Read on, we'll show you how Snake does it.



Metal Gear: Solid

PUBLISHER: KONAMI
DEVELOPER: KONAMI
GENRE: ACTION/STRATEGY

One of videogaming's best-known franchises comes to the Game Boy for the first time. An amazing conversion that plays like the old classic 8-bit game with the storyline of the PlayStation title.

See page 39 for a review of *Metal Gear: Solid*.

Put a Snake in Your Pocket

Just a few years back, in conjunction with the release of *Metal Gear* on the PlayStation, McFarlane Toys produced an entire line of pocket-sized *Metal Gear* figures. Shown here is Solid Snake, still mint and in the package and all mine, hee, hee... Anyway, McFarlane Toys says Snake's still available in stores, but really hard to find. Still G.I.

Joe ain't got crap on Snake, who comes with more firepower than a flamethrower – would you expect Snake to come equipped with anything less? The figure currently goes for around \$12–\$15 on the collectibles market.



MAP KEY

- ▲ marks the beginning of a stage.
- marks the end of a stage.

Each are marked by the stage number. Some stages move between different maps and some stages begin and/or end on the same map as another stage. Just follow the numbers sequentially. For example, 1-1 is the beginning of stage 1, 1-2 is the next step in that stage, and so on.

Snake's Secrets

Look for my mug throughout this section for tips and secrets on beating the game.

SNAKE'S GEAR



RATIONS

Rations restore Snake's health. He can either use them from the item menu, or, if he has them equipped, they'll automatically replenish his health when it reaches zero.



KEY CARD

Key cards for the six different levels are an absolute must-have to get through some doors. To open locked doors, just equip the card and walk up to the door.



THERMAL COGGLES

Whether seeing in the dark or looking for lasers, the thermal goggles will come in very handy. Snake can't see too much detail, but he can see where he's going.



MINE DETECTOR

Snake will stumble upon a few minefields in Galuade. This handy device makes the mines show up on the radar, so Snake won't inadvertently step on them.



NIGHT VISIONS

Unlike the thermal goggles, these goggles make pitch-black areas look exactly like a well-lit room – handy for when you need to see detail in the dark.



GAS MASK

The gas mask will protect Snake from lethal gas. He still has to hold his breath, but the mask will let him hold his breath longer.

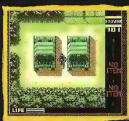
Stage One: Head to Galuade

After Snake's HALO jump into the jungle, it's time to get into Galuade while avoiding the guards patrolling the paths. The infiltration is simple, but don't get cocky.

THE JUNGLE



1-4. Snake should stay to the left as he moves up through the mud. If a guard approaches, start to crawl. Remember, don't stay under too long, Snake will lose health if his oxygen runs out.



1-2. Rations and Ammo can be found in the trucks. There are plenty of opportunities to grab more later on, though.

Know Your Inventory

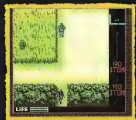


You'll spend a lot of time switching from item to item, and weapon to weapon.

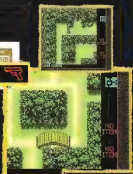
Remember what items and weapons work best in certain situations. In particular, remember that Chaff Grenades work great for confusing enemy cameras.



1-5. Grab these rations, and then stick to the right as Snake goes through the mud. The guards will pause and look in Snake's direction; either time his movements to stay out of their sight or crawl through the mud.



1-3. Stick to the sides of these open areas to keep out of sight. If necessary, crawl through the grass to avoid detection.



1-1. Once Solid makes his parachute landing and gets his orders from Campbell, head north for the five-seven pistol due north.

THE WEAPONS

Five-Seven Pistol



This is Snake's weapon of choice, especially with the silencer. To quickly take out the enemy with a minimum of fuss, just point and shoot.

R5 Automatic Rifle



When it comes to filling an enemy with lead quickly, the R5's great. Holding down the fire button will unload plenty of lead and ammo is plentiful around Galuade.

Nikita Missiles



These remote-controlled missiles are invaluable for taking out enemies around corners or destroying remote panels that bar access. The rockets kick in after a second of traveling in the same direction—slow them down by changing directions frequently.

Grenade



If Snake needs to take out a group of enemies or if he needs something with a bit lots of oomph, these babies are invaluable.

Stun Grenade



To blind enemies looking in the same general direction, these work wonders. One will take out an entire group, letting Snake walk by while they're watching stars.

Chaff Grenade



When sentry cameras block Snake's progress, a chaff grenade will do the trick. The blast knocks out nearby electrical devices, letting Snake by undetected.

C4 Plastique



Handy, yet explosive, C4 can be placed and then detonated remotely. Perfect for taking out a building, blowing through walls, or just knocking out Metal Gear's legs, it's always handy to have some of this around.

CARDBOARD BOX R, Y, AND 8

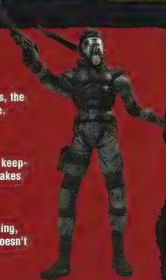
Used as camouflage or as the means to get to new areas, the cardboard boxes are the most curious items in the game. Where does Snake store them?

BODY ARMOR

When bullets are flying, body armor is invaluable for keeping Snake in one piece. It halves the damage Snake takes from gunshots.

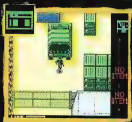
FOGGER

Equipping this device, which Snake has from the beginning, will make some laser beams show up (handy if Snake doesn't have the thermal goggles).



Stage Two: Infiltration

Now that Snake's at Galvade's front door, it's time to figure out how to get in. The base patio is rife with guards, sentry cameras, and plenty of rations and ammo.

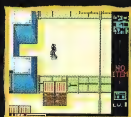
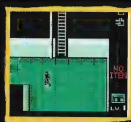


2-4. Head over and pick up this level 1 keycard, but be careful of the sentry cameras along the way.



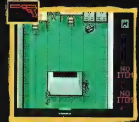
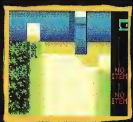
2-3. Head to the broken fence. Crawl under it and Snake will get a call from Christine Jenner, the last survivor of the Delta Force squad.

2-5. Head into this area and move down from the niche in the wall to access the sewer. Snake will find a box of rations down here, which is especially handy on the higher difficulty levels where some of the other rations don't exist.



2-6. Unlock the gate with the level 1 keycard and make your way into the sewer.

2-2. Once Snake enters the base, he should head to the left to pick up the R5 submachine gun. It can't be used often (it makes too much noise), but it'll come in handy when Snake's cornered by several soldiers.



2-1. Ignore the open door that leads to the rest of the base and immediately head to the far right to pick up the pistol silencer.

THE BASE



FRIENDS



Campbell

Campbell is Snake's friend from years ago – the last time Snake had to invade Outer Heaven. Campbell will deliver Snake's mission objectives and give some tips throughout the game.



Mei Ling

The whimsical and pretty Mei Ling not only records Snake's journey (and saves the game), but she also gives him encouragement and plenty of quotes from classical literature.



Weasel

The resident mercenary, Weasel, will give Snake tips on his weapons and items, as well as suggestions on how to defeat the members of the Black Chamber.



McBride

McBride represents the CIA on the mission, and is full of facts and figures regarding the Galvade compound and the nation in general.



Chris Jenner

The sole survivor of the Delta Force mission that was supposed to prepare for Snake's arrival, Jenner will prove a valuable asset to Snake's cause. She'll keep him informed of various events, and will even babysit James Harks for a while.

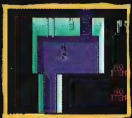


James Harks

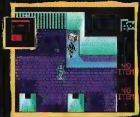
Otherwise known as Jimmy, Harks is the young prodigy that designed Metal Gear. He's the last remaining scientist and knows the most about Metal Gear development. He's also got some serious attitude.

Stage Three: The Search for Jenner

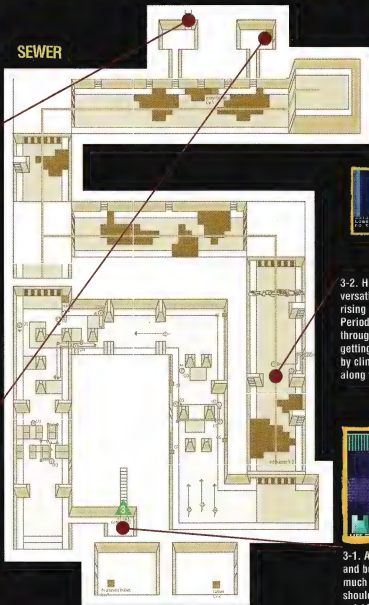
Through the sewers that allow access to the base, and into the guard tower, Snake will not only need to use his stealth abilities to the limit, but also avoid raging waters, lasers, and killer gas in order meet up with the sole Delta Force survivor, Chris Jenner.



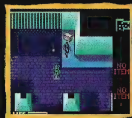
3-4. Climb up here to get out of the sewers and onto the first floor. See next page.



3-3. Take the extra time and pick up this yellow cardboard box.



3-2. Here, Snake will overhear a brief conversation between two guards regarding the rising water levels due to a squall. Periodically, a wave of water will rush through the sewers, and Snake has to avoid getting pulled back to the start of the map by climbing up the various ladders found along the way.



3-1. Although there are some rats and bullets along the way, there isn't much else in the sewer, so Snake should make his way to the end as quickly as possible.

Don't Kill When You Don't Have To

While some players will want to blast their way through the game, others will enjoy the stealth and challenge of never getting detected. Who knows? Finishing the game undetected might just unlock something special.

ENEMIES



Slasher Hawk

At one with his flying friend, Slasher Hawk also has a mean boomerang that will cut deep if Snake doesn't avoid it.



Marionette Owl

The epitome of a bad mime, Marionette Owl loves the darkness and his robotic friends (pieced together from human parts - yuck!). Snake will need night vision in order to defeat him.



Pyro Bison

A big man who's fond of fire, Pyro is well protected and can only take damage from behind. Hit him enough and his own flames will consume him.



Sophia

Obviously in love with her General, Sophia's simply misled and a bit confused. However, she's a mean helicopter pilot, and will require some quick footwork and lots of grenades to defeat.



Viper

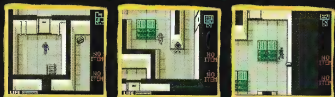
The leader of the Black Chamber, Viper is one mean dude who's a fan of tripwires. He's also the holder of the secrets. Avoid his traps, and take him out with an ordinary, everyday pistol.



General

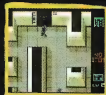
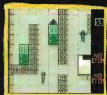
The General, the leader of the revolution in Galuade, is much more crafty than he appears. He's in control of Metal Gear and knows how to use the behemoth, much to Snake's dismay.

STAGE 3: FIRST FLOOR

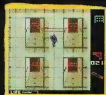


3-5. Snake enters the tower here. After he gets the call from Campbell, Snake should make his way through the next few areas quickly, picking up rations as needed. Watch out for cameras along the way.

3-6. Be careful walking over these metal plates — they'll alert the guards.



4-4. Just get to this previously locked door to exit the tower and head to the barracks.



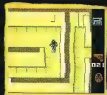
3-7. Head through this laser-guarded room using your Fogger to see what areas have the lasers.



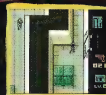
3-8. Grab this gas mask, then retrace Snake's steps to get to the room with the gas.



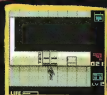
WATCHTOWER 1ST FLOOR



3-9. This room is filled with gas. Pick up the gas mask (3-8) before running in here, otherwise, Snake will run out of oxygen.



3-11. Use your newly acquired keycard to get to the elevator quickly by going through this door.



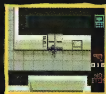
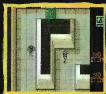
3-12. Hit the button on the elevator by facing it and hitting A, then wait for the car to arrive. Head in, and punch the Up button to get to the second floor.



3-10. Grab this level 2 keycard, and make your way back to the elevator.

STAGE 3: SECOND FLOOR

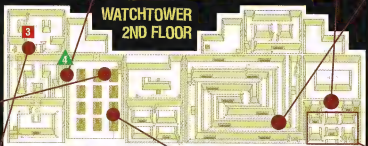
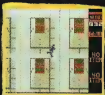
4-1. Watch Jenner carefully — Snake has to follow her through whatever door she enters because she's unlocking the level 3 security doors for him.



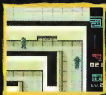
4-3. This is your goal on this floor. If for some reason you get lost along the way, just make your way back to the elevator.

4-2. Even though Snake probably should go through these lasers very carefully without setting off the alarm, any alarm he does set off will get cancelled when he exits the room. Don't worry too much about

not being spotted (unless you're trying to complete the game undetected) and just get to the door.

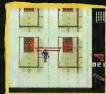
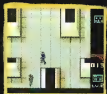


WATCHTOWER 2ND FLOOR



3-13. Quickly crawl into a hole if you encounter guards in this maze-like room.

3-16. Chris is waiting for you right here. Wait until the other guards aren't around, and run up to her. That will complete Stage 3!



3-15. There are more lasers in this room, but they turn on and off intermittently. Use your fogger and stand next to some lasers and wait for them to turn off before proceeding. Head to the top of the room first.

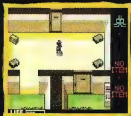


3-14. Rooms like this are scattered throughout the game. Stock up on provisions like ammo and rations here.

Stage Four: Get to the Barracks

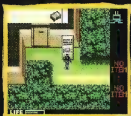
After following Chris through the rest of the watchtower, Snake must work his way to the barracks to find James Harks, Metal Gear's chief developer. Slasher Hawk would prefer that you not find the young scientist, though. In the meantime, Chris checks out the power plant.

4-11. Be sure to stock up here. Snake will need a full arsenal when he confronts Slasher Hawk.

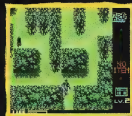


4-12. BOSS! Slasher Hawk Snake will have to avoid Slasher Hawk's powerful boomerang if he wants to defeat this misfit. Snake will have to keep moving and lobbing grenades if he wants to defeat Slasher, who will keep moving back and forth at the top of the screen.

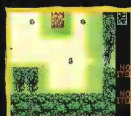
BACK IN THE JUNGLE



4-10. Hit the button to open the door on the other side.



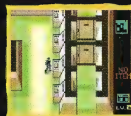
4-9. No matter which direction Snake takes here, he'll have to come back the other way.



4-6. Avoid disturbing any birds – their flight will alert guards as well as dogs.

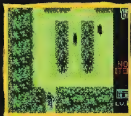


4-8. Stock up on grenades here.



4-5. Once he parts company with Jenner, Snake will have to figure out this puzzle to get through the gates. Three of the four buttons affect certain gates; the fourth always closes all of them. One of the three buttons will move the closed gates over a few positions. Figure out which one moves the gates, and which one will then affect the moved gates. Which button does what changes each time the game restarts.

4-7. Be careful of these dogs. They won't set off the alarm, but they're much faster than Snake and he'll take a lot of damage if more than one comes after him.



Stages Five & Six: Find James Harks and Marionette Owl

Snake must find the young James Harks amid barracks full of guards and cardboard boxes that work well as camouflage. In Stage Six, after freeing Harks, the power goes out and Snake must battle his way through Marionette Owl to find Metal Gear.



6-8. BOSS! Marionette Owl

Marionette Owl uses darkness to conceal his attacks. He also has some powerful friends. In order to take him down, Snake must ignore the Marionette Owl's puppets and directly hit Owl in order to take him down.



6-1. The power is out in the barracks, so Snake must use his thermal goggles to find his way. Head to the west from Harks and drop down to the basement.



5-12. Planting some C4 by this wall will free Harks and trigger the end of the stage.



5-3. Get the red cardboard box here. Then step on plate 8 to get to the basement.



5-9. The imprisoned James Harks can be found in a cell here.



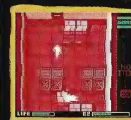
6-5. Before returning to the second floor, Snake should head a bit further south and go back down to the basement.



5-1. If Snake hasn't already picked up the yellow cardboard box and the gas mask, immediately head over here after entering the barracks. If he already has both items, he can just head up to the second floor.



5-7. Here Snake finds the blue cardboard box. Once again, he must return to the basement. And once again, he must make his way to the elevator and head to the second floor.

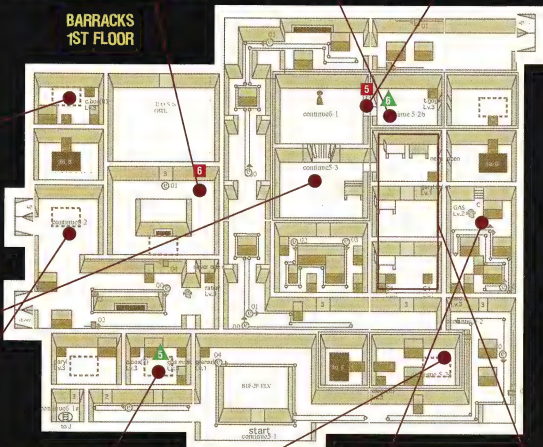


6-3. After getting to the first floor, Snake must make his way through the gas-filled room and up to the second floor.



5-10. After Harks tells Snake to blow away the east wall of the jail, Snake should head through these rooms to pick up the C4 packages. Once he has enough, Snake needs to head back upstairs.

BARRACKS 1ST FLOOR



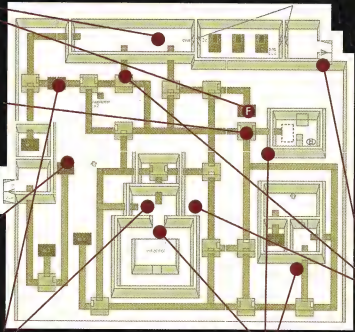
5-11. Snake should hop on this conveyor in the blue box, and then switch to the red one for the second sorter. This will take Snake to platform F.

6-4. The conveyor belts are now stopped, so Snake can run across them and crawl through the sorters. He needs to go through the north room to the conveyor that leads to platform H, which will drop Snake back down to the 1st floor. Along the way, Chris will contact him and let him know Harks is okay.

6-7. Snake needs to head down the conveyor to platform I in order to get out of the barracks.

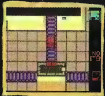
5-2. Snake should camouflage himself with the yellow cardboard box and hop on the conveyor belt. It will carry him through the sorters on the belt and drop him off at spot A, which connects to area A on the first floor.

BARRACKS 2ND FLOOR



5-8. This time, Snake must use the yellow box for the first sorter, then the blue box to head north from the second. He must then switch back to yellow, then blue, then yellow again to get into the northern rooms. Before heading back to one of the other conveyors, he should head due east and down the stairs.

5-6. Snake uses the yellow box to get past the first four sorters, and then the red box to get into the east room. He should drop to get into the east room and use his Gas Mask to pick up the level 3 key card. He then returns upstairs, through the first three sorters with the yellow box, then switch to red, then yellow, and then red again to get to the south-east room. He'll need to use the key on the door here to get to platform D.



Grab Everything You Can

The worst possible situation is when Snake runs out of ammo at a key moment. Make sure you pick up everything you can along the way and keep your weapons' inventory as full as possible.

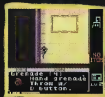
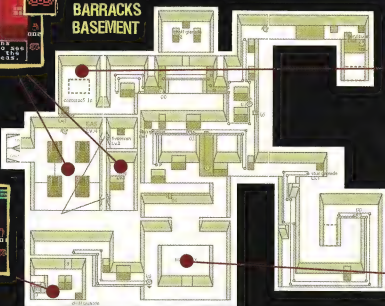
Take Your Time

Just because the game ranks how quickly Snake finishes a stage is no reason to run through each level like a bat out of hell. Take your time, and once you know the ropes you can always complete it more quickly the second time through.

6-6. Snake must avoid the lasers as he makes his way to the southern door in this room in order to pick up the Night Visions, which lets him see in the dark perfectly. He might also want to grab some five-seven bullets from the northern room before heading back upstairs, and then up another floor to the 2nd floor.

6-2. Snake can use his level 3 keycard to unlock this door and return to the first floor.

BARRACKS BASEMENT



5-4. Restock on grenades here, then move through the basement to the elevator. He can pick up chaff grenades and stun grenades along the way.



5-5. Snake needs to ride the elevator all the way up to the second floor again.

Stage Seven: An Encounter with Viper

Snake desperately wants to get to Metal Gear, but Viper stops his advance with a barrage of gunfire. Metal Gear fires off a nuke, and Snake is forced to head back to the power plant, avoiding a hail of fire.

THE CLIFF

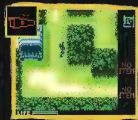
7-4. Before he gets too far, Snake has a brief encounter with Viper. He has no choice but to turn around and head for the power plant while avoiding the gunfire that's raining down on him.



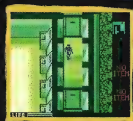
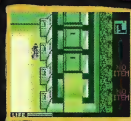
Use Transitional Screens to Avoid Detection

When Snake gets detected, there's a countdown for the alert status and the evasion status. Sometimes, if Snake runs to the edge of an area and moves into the next area, the alarm will get cancelled altogether. Usually, though, all the guards' positions are reset, so Snake can just keep going back and forth between the two areas while the time runs out completely.

7-2. When Snake first enters this area, the truck will be parked over to the west. He should hop in and pick up the rations and mine detector located within.



7-3. To get through this area, Snake must use the mine detector to avoid the hidden dangers.



7-1. Snake can get past these locks by opening up two of the doors, and then hitting the switch that moves them until the first door in the series is open. Then, Snake can simply run through the doors and they'll open in order.

Stage Ten: Sophia's Stand

After destroying the power plant, Snake finds James Hanks, but, unfortunately, loses him to some booby-trapped handcuffs. Putting the event behind him, Snake sets off to destroy Metal Gear in the maintenance bay after an air strike takes out the artillery keeping him away, but a surprise visitor wants to hold him back.

10-2. BOSS! Sophia Sophia, the second-in-command of the General's forces, takes it upon herself to try to eliminate Snake. Snake won't go down without a fight, though. Tossing Nikita missiles and grenades into Sophia's helicopter as she flies back and forth on different sides of the plateau is the simplest way to get by this nuisance.



10-1. Snake must make his way through the mines once again, but this time he can continue past the switch-backs. He should be sure to pick up all the Nikita ammo he can - he'll need it later.

Stages Eight & Nine: The Power Plant

In order to keep Metal Gear from firing again, Snake must destroy the power plant that powers the machine. He must make his way to the main turbine and blow it up, no matter what flamethrower beast lies in his way.

In Stage Nine, after Pyro Bison burns to a crisp, Snake must make his way to the basement level and take out the turbine. Unfortunately, he can't reach it, and must bring down the entire plant.



8-13. BOSS! Pyro Bison

Taking out Pyro Bison will take some timing and plenty of maneuvering. To make a quick fight of it, Snake should hit Pyro from the rear with some grenades. Another easy way to take out Pyro is to place some C4 explosives and lure Bison over the charges. With his death, yet more pieces of the Black Chamber puzzle fall into place.

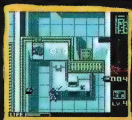
8-1. Snake can't yet get past the electric panels, so he needs to head to the basement first. See following page.

POWER PLANT 1ST FLOOR

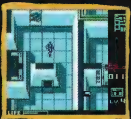
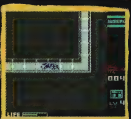
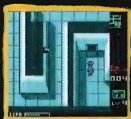
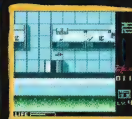
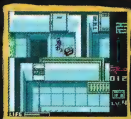
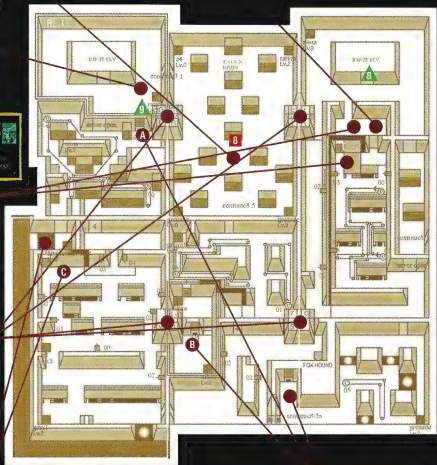
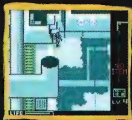
9-1. After Snake heads down this elevator, and checks out the turbine, Campbell will radio for a status report. Snake tells him that he can't access it and Campbell replies that Snake must destroy the entire plant.



8-10. With the Nikita, Snake can take out the panel directly to the left of the entrance to this hallway. Blowing the panel will alert the guards so head south to avoid them.



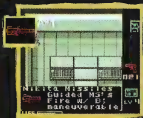
9-2. After going through the power plant, Snake should be familiar with the layout of the plant. He should have noted the damaged areas of the four columns. Snake has to find all four damaged corners and plant C4. The points are randomly set when a new game starts.



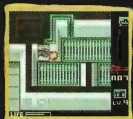
8-12. In order to get his Nikita rockets through, he'll have to sneak one in by keeping it underneath the sentry guns. This will destroy the panel (point C). Shoot it from the western room, outside and around the building, and in through the maze of desks.

8-11. Snake should hop in this shaft in order to get to the other side of the level. He should head over to point A so he can pick up some Nikita ammo and blow a panel that knocks out some power next door. Then he should head to the opening at point B.

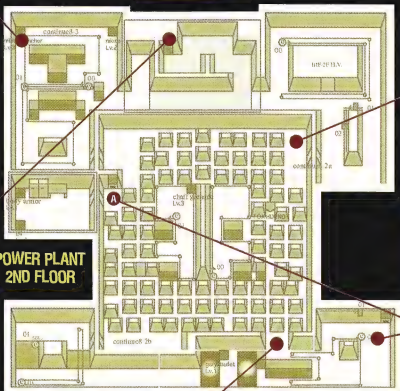
STAGE 8 & 9: SECOND FLOOR



8-8. It's of utmost importance that Snake pick up this Nikita Launcher. Without it, he can't disable the electrified walkways and get farther in the level.



8-9. Snake can try out the launcher on this panel to gain quick access to the elevator. Chris will also contact him at this point to give him an update on what happened to James Harks.



**POWER PLANT
2ND FLOOR**

8-7. Starting here, Snake should work his way to the northwestern room.

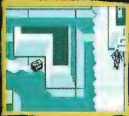
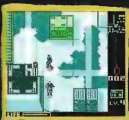


8-5. With the new keypad, Snake can enter this room and navigate the corridors to get through. The maze is pretty straightforward.

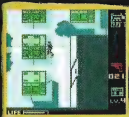


8-6. In order to grab some body armor, Snake needs to crawl through this shaft to get over to the opening at point A. Through the doors lie body armor and C4.

STAGE 8 & 9: BASEMENT

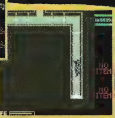


9-2. See previous page.

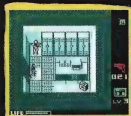


8-4. Not much else remains in this area, so Snake should make his way back through the vent and up to the second floor with his new level 4 keypad.

POWER PLANT BASEMENT



8-2. These vents will take Snake to various places he can't reach normally. He should head down to this one, while avoiding the electric panels, water, and guards. It will release him in area III.

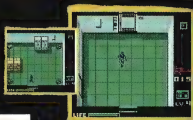
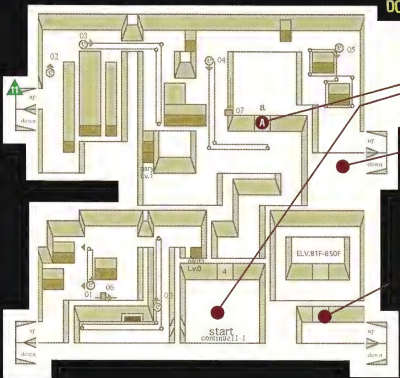


8-3. To pick up the level 4 keypad, Snake must make his way to this small office. Inside, a sleeping guard keeps watch, and Snake must crawl across the crates in order to get the card undetected.

Stage Eleven: The Maintenance Bay

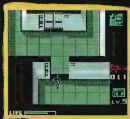
Sophia's down, but Metal Gear is still active, and Snake needs to put it out of commission. He must reach the maintenance bay, and in order to do that, he must work his way through the first several levels to get to the elevator that leads to Metal Gear.

DOCK 1ST FLOOR

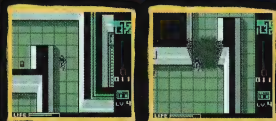


11-1. Immediately upon entering the premises, Snake needs to head through the north door and work his way to the northwest, so he can go downstairs. Along the way, he should stop in room A to pick up some Nikita ammo – he'll need it.

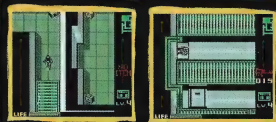
11-4. Once the panel's blown, Snake should head back upstairs and over to the northeast corner, then head back down the stairs.



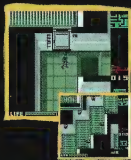
11-6. With the keycard, Snake should head back over to this area and finally head up, unlocking the level five security door, and heading down the elevator.



11-5. To get the level five keycard, Snake needs to put a C4 charge next to this wall. Blowing it gives Snake access to some rations, ammo, and the keycard.

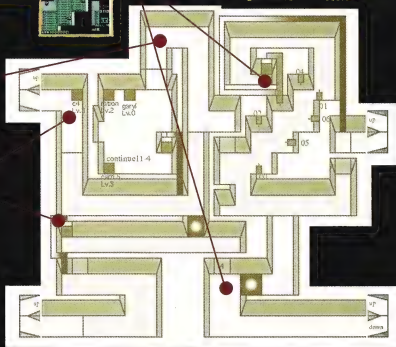


11-2. Snake needs to use the Nikita to shoot the panel to the south by sending a missile over the pit and around the corner. Then he should head back upstairs.

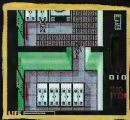


11-3. Once he blows the panel (11-2), Snake can then go through this level four security door. However, he can't continue along the way, he must blow the panel located at the northeast of the map. Getting the missile there, however, takes patience and skill. Snake must aim the missile up at an angle or it will get shot down by the sentry turrets – if he times it right, he can get it.

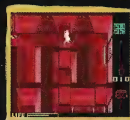
DOCK BASEMENT



11-9. This is the first of several walls that Snake must destroy with C4. Also, the rooms in here are pitch black, so Snake should have his night-vision goggles handy.

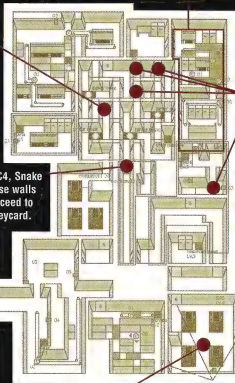


11-11. Proceeding with caution will save Snake a lot of grief while moving through these rooms. There's plenty of items to restock your inventory with, but there are also plenty of guards.

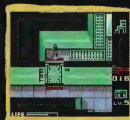


11-10. Snake must blow two walls in a row in order to get to the northeast portion of the map.

DOCK 2ND FLOOR



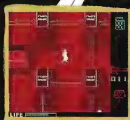
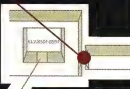
11-12. Using C4, Snake must blow these walls in order to proceed to the level six keypad.



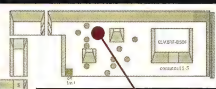
11-13. Snake will need to use the Nikita missiles to turn off the electric plates guarding the level six keypad.



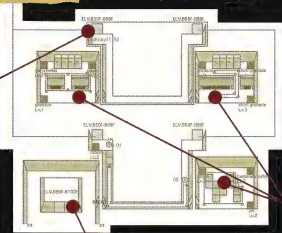
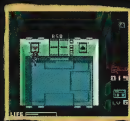
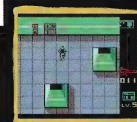
11-14. With the level six card, Snake can access the elevator to go down to the lower levels.



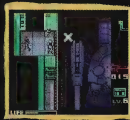
11-8. The lasers in this room change periodically and Snake should be careful. If he trips them, the doors lock and gas floods the room, trapping him.



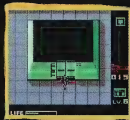
11-7. Snake should use the mine detector to avoid the mines after he gets off the elevator.



11-16. As he makes his way to the final elevator, Snake will want to stop in these smaller rooms to pick up some supplies.



11-15. Before proceeding, Snake should go down one more level. There's only one guard and one box of rations, but those rations will come in handy.



11-17. Once he's gathered everything, it's time for Snake to head down to the final level of the maintenance bay.



Stages Twelve and Thirteen: Showdown and The Final Fight

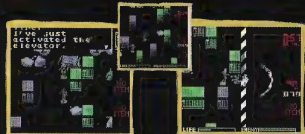
Stage Twelve is the Metal Gear showdown. Viper is out of the picture and the rest of Black Chamber (except the mysterious traitor in the Fox-Hound ranks) is gone. But that doesn't mean the General won't try to use Metal Gear to take revenge on the U.S. Snake has to make his way to the giant mechanical weapon and destroy it before it causes more harm.

In the final stage, Stage Thirteen, the General is gone, and Viper is

defeated. Or is he? Viper appears and tells Snake that even though Metal Gear is, for all intents and purposes, destroyed, it still has the capability of telling satellites to launch the nuclear missiles held in orbit around the earth. To foil Viper's plan, Snake must defeat him in one-on-one combat.



12-3. Just because Metal Gear has no legs doesn't mean it can't wreak havoc. Snake must take out its machine guns, cannons, and missile launchers. He should use the various crates as cover. He should also keep a close eye on the radar when the missiles start coming. Using the Nikita missiles and grenades, Snake can time his attacks and take out the rest of Metal Gear. However, to take out the missile launcher, he'll have to use the Nikita missiles and direct them around the side and behind the wreck of Metal Gear. Once Snake destroys Metal Gear, the General comes forth with new information, and Snake learns exactly what the depth of the conspiracy is.



13-1. Beating Viper is fairly easy. He'll blind Snake momentarily and disappear. Snake needs to keep moving. Find Viper again and fill him with lead. Snake will only have a limited amount of time to do this, however, before Metal Gear reaches the surface.



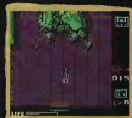
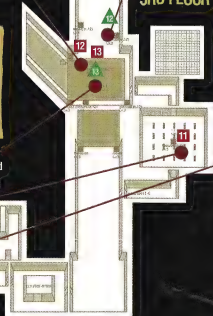
11-19. BOSS! Viper
The final showdown between Viper and Solid Snake takes place in a room filled with obstacles. Viper likes to run around and place tripwires for Snake. They only appear for a second, so pay attention to where they are and don't run into them. To take out Viper, Snake has to keep an eye on his whereabouts and hit him with a grenade or shoot him when he stands still long enough. Viper likes to hang out in corners, so Snake can also plant some C4 in key areas, and detonate them when Viper is nearby. Viper's death reveals the true evils of the government, their involvement with Black Chamber, and how Fox-Hound isn't made up of a bunch of nice guys.

12-2. Here comes Metal Gear. In order to knock out its legs, Snake must get the walking contraption to step on some mines or C4. Snake must plant the explosives and the machine will take damage when it explodes close by.



12-1. Snake should head all the way up this corridor, picking up any items he might need along the way.

DOCK 3RD FLOOR

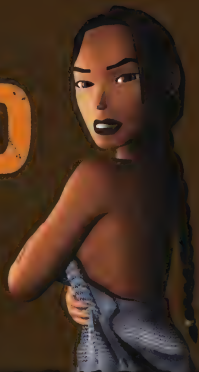


11-18. Any last-minute items can be grabbed from this room before proceeding. The final battle is coming up!

NOW THAT I'VE WHIPPED THIS GAME BOY'S BUTT, IT'S YOUR TURN! BOY THAT WAS A LOT OF WORK, NOW IT'S TIME FOR A SMOKE.



LARA EXPOSED










Tomb Raider

PUBLISHER: EIDOS
DEVELOPER: EIDOS
GENRE: ACTION/ADVENTURE

The curvaceous Lara Croft is backflipping her way onto the Game Boy Color. It'll require some serious skills to avoid the pitfalls, traps, and evil denizens of an ancient temple hiding a horrible artifact of power. Don't worry, though. — Pocket Gamer is here to guide you through.

Basic Training: Boot Camp

Aside from her beauty, Lara has some pretty helty tricks on her side that will lead any intrepid explorer to victory. Know Lara's moves. Practice them. Study them. Live them. Here's a run-down:

	Move	Button Presses	Description
 RUNNING	The Standing Jump	B button then UP	From a standing position, Lara will make a leap forward.
 VINE CRAWL	Running	Hold B and Direction	Lara will move quicker, and it sets up the running jump.
 VINE CRAWL	Running Jump	Hold B and Direction, then press UP	Some gaps are so wide, Lara must perform a running jump to get across.
 FLYING GRAB	Vine Crawl	Jump up to the vines while holding B. Keep B held and go LEFT or RIGHT. To let go, release B.	Dangling over a pit, Lara will need to work her way across with only her hands.
 CLIMB UP LADDERS	Platform Pull	Press in the direction of the ledge and hold B	Lara can walk up to a low ledge and pull herself up.
 LADDER BACKFLIP	Platform Jump	Walk under a ledge and press UP	Some ledges are so high Lara must jump up to grab it and then pull herself up.
 THE HANDSTAND	Flying Grab	Hold B while flying through the air to grab on to the ledge	Sometimes Lara's leaps are only just far enough to get her fingers on a ledge.
	Climb Down Ladders	Walk to the edge of the ledge where the ladder starts, hold B, and press DOWN	When Lara sees a ladder, she can either jump or climb. We recommend climbing.
	Climb Up Ladders	Just Press UP	There are plenty of ladders for Lara to climb.
	Sliding Jump	While heading down slides, just press UP	Some slides end in enough stakes to make a vampire nervous. Timing the proper jumps will save Lara's life.
	Ladder Backflip	While on a ladder, press away from the ladder and then B	Lara's gymnastics teacher is proud of this one. Some areas are only accessible by jumping off ladders in this manner.
	The Handstand	Under a ledge, press UP, then quickly let go and hold B. Lara will hang from the ledge. Hold B and A at the same time, then press UP	Lara's elegance extends to tricks of pure style. This is one of them.
	Crouch Roll	Press Down then LEFT or RIGHT	Some areas are a little low. Lara can also have her Colt out when she's rolling.

Know Your Inventory

Lara isn't all about jumping ledges and shooting bad guys. She's also got to be smart when it comes to using her inventory. Keep tabs on what she collects, and know when to use what.



Dynamite

Some walls are fairly stubborn. But a little dynamite will convince them to get out of the way.



Keys

Lara will pick up several of these, and she'll need to use them on the appropriate doors.



Puzzle Pieces

It's just like Lara to end up on an adventure where she has to pick up three or four pieces of an artifact that will open up the way ahead. Pieces will combine automatically.



Artifacts

Lara is an archaeologist at heart. She'll find all sorts of interesting little tidbits below ground.



Medipacks

They come in large and small sizes, and Lara should always have one handy. The small packs heal a bit of her health, and the large ones heal her completely.

Watch Out For Critters

Lara gets plenty of action when it comes to gunplay. This game's no different. Be ready to pull out the .45 at any time, since you'll be attacked when you're least expecting it.

Know Your Ammo

Unlike other Tomb Raider games, Lara doesn't really pick up too many new weapons – she just uses her pistol. However, there are some special bullets she can pick up that will help her deal with the undead creatures haunting the temple.

Ammo

Description



When a shotgun isn't around, these will do in a pinch. These blasts will knock the bandages off a mummy in no time.



Wanna change your pistol into an Uzi? These bullets seem to completely change the build of Lara's pistols, letting her fire off many rounds at a time.



Watch Your Step

Pitfalls abound in the ancient temple that Lara's infiltrating. Stones can suddenly crumble away, impaling her on the spikes below.



Know Thy Enemy

The creatures Lara faces range from the mundane to the just plain creepy. While there are a few bosses to be wary of, it's the more common creatures that must be watched for, since Lara will come across them far more often.

Creature Description

Birds	Not all birds are created equal, and not all of them like to eat worms – some will just attack Lara's flesh.
Natives with Blow Darts	The local populace isn't fond of Lara's incursions. As long as she avoids the darts they lose her way, she can take them out with a few well-placed bullets.
Guards	These watchers will attempt to stop Lara's progress. She'll convince them otherwise.
Golems	Sometimes, statues just don't know when to stay still. These stony fellows may have hard skin, but Lara's is tougher.
Crocodiles	The giant lizards with big teeth lurk in the watery depths waiting for some tasty treats – although if they attempt to make their next snack Lara, they'll end up as a pair of boots.
Piranha	Flesh-eating fish are always something to watch for when you're exploring the depths of an ancient temple.
Snakes	They don't move around too much, but these coiled cobras will strike quickly if Lara doesn't fill 'em full of lead first.

Creature Description

Jaguars	No, we're not talking about the car. These quick felines need to be deterred with heavy doses of high-velocity lead.
Spiders	The itty-bitsy spider never stood a chance against Lara's trusty Colt pistols.
Bats	Initially, one of the most annoying creatures, these flying rats like to creep up on Lara when she's not paying attention.
Monkeys	Not all chimps are as curious as George. At least these simians don't throw feces.
Gold Looters	Scavengers aren't always dumb animals – sometimes they're dumb humans looking for some spare change the ancient temple dwellers might have left in some old cushions.
Skeletons	When someone really doesn't know how to die, their skeleton tends to shamble around looking for trouble. What's worse, these bad guys like to carry around sharp swords.
Mummies	As bad as they look, it's a wonder Lara doesn't swoon from the mere smell. However, these shambling corpses take quite a pounding before dying the final death.

RAYMAN REVEALED



Rayman

PUBLISHER: UBISOFT
DEVELOPER: UBISOFT
GENRE: ADVENTURE

Rayman's floating appendages have made it to the 2D world of the Game Boy Color. But just like the console adventure, the Game Boy version is still incredibly difficult. Don't worry, though — this will help make things easier for you.

The Mysterious Ubi Key

On the first level of the game, Rayman can jump over to the bottom right-hand corner of the map before exiting the level. Here, he'll find the Ubi key, a secret hidden in all new Ubi games.

A player who's found the Ubi key can send it to another player's *Rayman* game. The key unlocks a Time Attack mode that lets players jump their way through a whole new level. Players can find keys in other Ubi Soft games like *Suzuki Alstare Extreme Racing*, *Papyrus*, and *The Road to El Dorado*.



Powers



Helicopter

Rayman's hair can spin real fast and let him glide nice and slow when need be.

Grapple

The Grapple lets Rayman grab hold of hoops and swing around like a monkey.

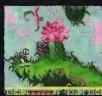
Gold Fist

Rayman's fist has a limited range — until he gets a hold of this power-up.

Super-Helicopter

Forget gliding — this helicopter skill lets Rayman actually fly!

Tips



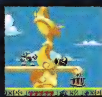
Get Punchy

Punch everything. Punch plums, they'll drop in the water and give Rayman a ride or they'll start swinging allowing him to reach new areas. He can also punch certain objects to clear his path.



Look for Lone Tings

Tings are everywhere. They serve two very important functions: collect enough of them and Rayman gets another life, and they point you in the direction of hidden secrets or items.



Play it Again, Rayman

Just because Rayman flies through a level, it's always a good idea to return later, usually with more power-ups. Many times, things are hidden in early levels that are inaccessible immediately requiring more abilities to retrieve them.



Watch for Dropping Platforms

Sometimes when Rayman lands on a seemingly solid platform, it'll start dropping. Be prepared to jump off right away or you'll lose a life.

Items



HEART: Restores Rayman's heart meter to overflowing.



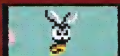
LIFE: Gives Rayman an additional life.



PLUM: Lets Rayman travel over some areas, like water.



CAGE: Free the Electroons held hostage in these cages.



HOOP: With the Grapple ability, Rayman can swing from these like Tarzan.



KEY: The mysterious Ubi key hidden in the game will let players trade codes: back and forth.



TRUMPETS: Blasts of air will speed up Rayman — good for getting over particularly large gaps.



VERTICAL TRUMPETS: Pointing straight up, these will let Rayman fly up even higher than usual.

FIST: Helps toss Rayman's disjointed fists further — handy with Grapple ability.

CODES

WHO SAYS CHEATERS NEVER WIN?

GAME BOY

MARIO GOLF

In-game reset

Press A+B+SELECT+START. You can continue from the saved game file if the reset occurs during a game.

Left-handed golfer

Hold SELECT and press A to choose a golfer.



Mushroom power-up locations

On the bookshelf in the room to the right of the Director's room.

On the cabinet in the Club Maker's hut.

To the left of the Peach Castle course entrance.

SPY HUNTER/MOON PATROL

Unlimited lives

Press UP, DOWN, L, R, UP, DOWN, L, R, UP, L, DOWN, A at the game selection screen. A sound will confirm correct code entry.

Unlimited Weapons

Press UP, DOWN, L, R, UP, DOWN, L, R, UP, L, DOWN, B at the game selection screen. A sound will confirm correct code entry.

ARMORINES: PROJECT S.W.A.R.M.

Open all levels

Enter BBBB BBBB at the Password Screen.



BIONIC COMMANDO

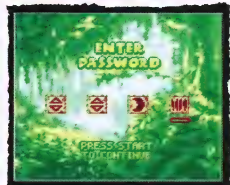


Return To Your Chopper

While playing, hold SELECT and press A and B at the same time. You will return to your helicopter on the overhead map screen. You can save your game and move around the map.



TARZAN



This password for level 6-1 shows from left to right the swirl, maze, cross, and arrow pieces. In this pic, we show our definition of the arrows, moon, and vertical line shapes.

LEVEL PASSWORD

- 2-1 Cross, X, Moon, Cross
- 3-1 Vertical Lines, Vertical Lines, Maze, Swirl
- 4-1 X, Moon, Arrows, Cross, Arrows, Arrows, Moon, Vertical Lines, Swirl, Maze, Cross Arrows



SPACE INVADERS

Play the arcade version of Space Invaders
Enter CL551281999DBM at the code screen.



SUPER MARIO BROTHERS DX

Extra Lives

The following trick only works on The Last Levels. Hold A and press START at the Game Over Screen. The game will start with ten lives.

Other Ways

- Begin game, play in level 1-1. Locate the hidden extra life mushroom above the bush after the first pipe that you can enter. Save the game at this point. Load that file to find that you have one more life. Repeat until the desired amount of lives have been collected.
- Start a new game. Select the "Toy Box" option at the main menu, then select "Fortune Teller." Look at the cards until five lives are earned. Return to the main menu and choose to play the "Original" levels. Start a new game and you'll have ten lives instead of five.
- Immediately hold A when a life is lost, and keep the button held until the map appears.
- Go to level 3-1 and locate the two Koopa Troopas at the end stairway. Jump on the second Troopa to trap it against the stairway. Repeatedly jump on it until 127 lives are collected.

Different View

Press SELECT during gameplay to switch the screen from being centered. Shift it with the D-Pad buttons.

Unlimited Continues

Hold A at the Game Over screen.

Play as Luigi

Press SELECT at the Map screen.

View Fireworks

Successfully complete a level with a time that ends in a 1, 3, or 6.

TEST DRIVE 6

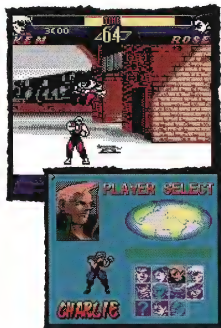
Bonus Cars

Win the Mega Cup Tournament to unlock the BMW V12 LMR and Panoz Roadster at the Purchase Car screen.

STREET FIGHTER ALPHA

Dancing Sagat

1. Select Charlie.
2. Begin a game and intentionally lose the match.
3. Choose "Continue" at the continue screen.
4. Defeat the character and lose to the next opponent.
5. Repeat steps 2 and 3 until you've been defeated by all of the game's characters.
6. After losing to Bison, continue and play as Adon.



NFL BLITZ 2000

Match-Up Codes

These codes below are to be entered at the Match-Up screen.

EFFECT	CODE
Infinite Turbo	0-1-3 Up
No First Downs	3-1-2 Down
No Interceptions	2-3-3 Left
No Punting	1-3-1 Up
Power Up Defense	3-2-1 Up
Power Up Offense	3-1-2 Up
Power Up Teammates	2-3-3 Up
Secret Plays	3-3-3 Down
Super Passing	3-1-2 Right

TUROK 2: SEEDS OF EVIL

All Weapons

Enter DLVTRKBWPS as a password.

Bird Mode

Enter DLVTRKBIRD as a password. To fly, hold the SELECT Button and press A.

Unlimited Energy

Enter DLVTRKBNRG as a password.

Unlimited Lives

Enter DLVTRKBLVS as a password.

RUGRATS THE MOVIE



Enter the Password screen from the main menu, then enter the passwords below to jump to the different levels.

LEVEL

Hospital Corridor
Reptar Roadtrip
Train Crash
Light Woods
Dark Woods
Reptar Ride
Ancient Ruins

PASSWORD

TQMMYQK
RQVDHJV
BVBYJND
RJDVCVT
VNGBLJC
BJGSMVSH
LJTBWQQD



TOP GEAR POCKET



From the start screen, go to options, then to the password screen. To get all cars and tracks, enter YQX:%Z as a password. To get Type-AR and Type-MN cars and the Pole course, enter YQX:%Y as a password.

RAYMAN

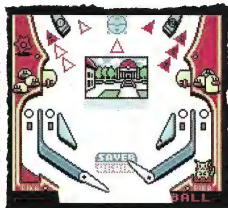


To get 99 lives for Rayman

Start a new game, pause it, then enter A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left to B. Do this correctly and you'll have 99 lives to burn.



POKÉMON PINBALL



Get Mew

Clear the Mewtwo Bonus Stage more than twice in one game, and go to Indigo Plateau on either table. Activate the three Catch 'em Arrows on the right-side of the board and enter the Pokémon in the top right of the board to activate Catch 'em Mode. Mew will appear 1 out of 16 times. Note: You cannot catch Mew like a normal Pokémon. Mew will automatically be recorded in the Pokédex if you do not lose your ball during Catch 'Em Mode.

WWF ATTITUDE

Always Land Aerial Maneuvers

If you want to always land your aerial moves from the turnbuckle, wait for your opponent to walk to the bottom or top end of the screen (opposite of the turnbuckle). Once your opponent's there, press Attack-Up to do a body splash. It will always hit.

Breeze through Cage Matches

To finish Cage Matches quickly, select a wrestler who is both quick and a good finisher. When the match begins, lunge forward (making sure you are near the cage) and punch quickly. As the meter turns black, do a finisher or vertical suplex. Right when they're stunned, climb the cage and you'll win before they knew what hit them!

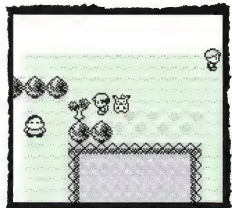
Fight Your Tag Team Partner

Get thrown out of the ring in Tag Team Mode, go behind the ring (on your team's side), and begin waiting on your teammate. Let the fight begin!

Easily Win Tag Team Matches

Weaken the team to easily win a Tag Team Match. Get your opponent near his partner and then knock him out of the ring. Then, climb onto the apron (not the floor) and start hammering on his partner. Finally, let the wrestler who's been knocked out of the ring tag his partner.

POKÉMON YELLOW: SPECIAL PIKACHU EDITION



Easily Catch Pokémon

This trick allows you to fight and easily catch the Pokémon with any kind of ball.

1. Battle any Pokémon.
2. Use any kind of ball on them. If you have difficulty using normal Poké Balls, try more powerful ones to increase your chances.
3. As soon as you see the ball explode, press and hold B. The timing for this is very important. You must press B just as the ball explodes.
4. After the ball wobbles for the second time, release the B Button and you have the Pokémon. Although this will not work every time, it does increase your chances of catching 'em. It's not necessary to do any damage to them, but some Pokémon, like Mewtwo and Zapdos, will have to be put to sleep before the ball will hit them.

THE ROCK

Rank	Password	Rank	Password
01	GHKRCSCG	01	TPSTPTHK
02	KJGSDRDK	02	QLRLQJG
03	JKHPFRFJ	03	RMQRMRKH
04	CBDQNGCG	04	DSFDJDLN
05	BCFRHPHF	05	FTDFKFMF
06	FDBSJLJF	06	BQCBGBNL
07	DFCTMKMD	07	CRBCHCPM
08	ROSLJLJR	08	JNKJDQJS
09	QRTCMKQK	09	KPKJKFKT
10	TSQDNHPT	10	GLHG8GSG
11	STRFPHPS	11	HMGHCHTR
12	MLNGODQM	12	NJPNSNBD
13	LMPGRFRJ	13	PKNPPTCF
14	PHLJSBSP	14	LGLMLQDB
15	NPMKCTCN	15	MHLMRMFC
16	HQJLBSBH	16	SDTNSGJ
17	GRKMCCTG	17	TFSTPTHK
18	KSGNDQDK	18	QBRQLQJG

THE UNDERTAKER

Rank	Password	Rank	Password
01	SGKTCRHG	01	NGHNGDHG
02	RKGQDSJK	02	MKJMKCJJK
03	QJHRFTKJ	03	LJLJBJJK
04	PCDNGLBC	04	TCBTKCBK
05	NBFPHMBC	05	SBCSBJCB
06	MFBLLJDF	06	RFRFHDF
07	LDCMKPFD	07	QDFDQDFD
08	KRSJLQGR	08	FRQFRPQR
09	JQTKMHRQ	09	QDRDQDRQ
10	HTOGLJST	10	CTSCTMST
11	QSRHPKTS	11	BSTBSLTS
12	FMNDQBLM	12	KMLKMTLM
13	DLPRFCHL	13	JLMLJSLM
14	CPLBSDNP	14	HPNHPRNP
15	BNMCTFPN	15	GNPGNQPN
16	TRJSBQGH	16	PRGPHFGH
17	SQKTCRHG	17	NOHNGDHG
18	RTGQDSJK	18	MTJMKCJJK

SABLE

Rank	Password	Rank	Password
02	QCGMAKHG	01	LGJCRMHG
03	TDKNSGJK	02	PKHDSNJK
04	SFJPTHKJ	03	NJGFTPJK
05	MGCQDDBC	04	RCFGLOBC
06	NKDTPCPD	05	QBDHMRBC
07	HLRBSGSP	06	TFCJNSDF
08	GMOCHTRQ	07	SDBKPTFD
09	JPSFKRTS	08	CRTLGBQR
10	BRLHCPML	09	BQSMHCRQ
11	FSPJDLNP	10	FRNJLJNP
12	DTNKFMPN	11	DSQPKFTS
13	RLHLQJGH	12	HMPQBLGM
14	FSNFPQAP	13	GLNRCHML
15	DTPPDDPN		
16	RLGGRGDH		
17	QMHHQHFQ		
18	TMLJTJBK		

ALL STAR BASEBALL 2000

Invisible Base Runners with any man on base

1. Hold the A button for 30 seconds.
2. Hold Up for 13 seconds
3. Press A, B, UP, DOWN and START.

RAMPAGE 2: UNIVERSAL TOUR

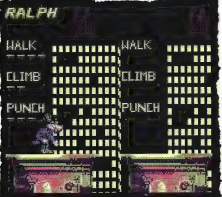
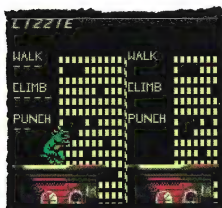


To play as the great ape George, enter the password 5M14N1230

To play as Lizzie enter S4VRS4560

To play as Ralph enter LVPVS7890

To play as Myukus enter NOT3T3210



SPY VS. SPY



Begin from the start menu. Highlight the password option at the bottom of the second screen. Enter the password and select End. You can now play any mission within any map.

Level Select

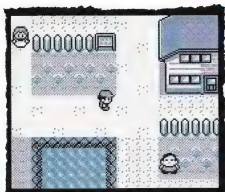
Enter 15Y24 as a password

Final Level

Enter Z4W4P as a password



POKÉMON RED AND BLUE



To capture the prized Mew, you can use Interact's Game Boy GameShark. Input the GameShark codes below, and Mew will occupy your first Pokémon position after you choose your Pokémon from Dr. Oak at the game's outset. Remember, GameShark codes don't work on Pokémon Yellow!

GameShark Codes:

011564D1
019073D1
010574D1
017675D1
015E76D1

BOARDER ZONE

Bonus Track

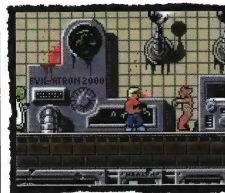
Enter the password 020971 for a bonus track.

CARMAGGEDON

All cars and trucks

Enter 0Z6SZD[skull]V as a password to have full access to all of the cars and trucks

DUKE NUKEM



Rapid Fire Gun

Go to the diagonal platform at Level 4. Then repeatedly press A to remain on the platform long enough to find the rapid-fire gun.

SONIC POCKET ADVENTURE



Faster Spin Dash

Holding the D-pad down, press A about 5 times to perform a faster spin dash.

Sound Test

Finish the game with all of the Chaos Emeralds collected to unlock a Sound Test mode in the options.

Chaotic Space and Super Sonic

To get to the Chaotic Space level you need to have the first 6 Chaos Emeralds going into the final battle against Robotnik. Hit Robotnik until he has only 1 hit left and the 7th Chaos Emerald will fall from the back of his ship. Get the Emerald and hit him one last time. You will be transported to the Chaotic Space level and become Super Sonic for the final battle.

Alternate Ending

Defeat Dr. Robotnik in the "Chaotic Space" level to unlock an alternate ending called "A Little Movie Clip."

Bonus Level

To get to the bonus levels you must finish each stage with at least 50 rings.

Level Select

To enter a menu with all the selectable stages, press OPTION at the Sega logo.

GALS FIGHTER

Alternate Character Colors

To get each character's alternate color, press the B button to select the character.

THE MATCH OF THE MILLENNIUM

Alternate Color

To select a character's alternate color, press and hold the A button when selecting.

Handicap Yourself

In tournament mode you can handicap yourself if you are playing either Tag or Team mode. To do this, press OPTION after selecting a character and you do not have to select an entire team. This allows you to play either 1 character vs. 2 CPU characters in Tag, or 1 or 2 characters vs. 3 in Team.

Fight as Fio on Target 9

Select Olympic mode, then select SNK mode. Choose Target 9 and hold Options when the small flying droids appear and you'll fight as Fio.

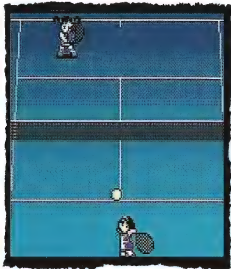
View Animations

Just as the "SNK vs. Capcom" title appears at the start of the introduction press OPTION. An animation selection screen will appear where you can view the different animations from the game.

Cat Walk Trick

In Olympic Mode press OPTION on the music selection screen. The icons for A, B and the arrows should change and Felicia should be orange instead of blue. If this doesn't work, then lose once. When the score screen comes up hit OPTION repeatedly. The event will restart and the trick should be activated.

POCKET TENNIS



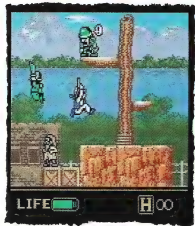
Alternate Costumes

Press the B button instead of the A button when choosing a character to get the alternate costume.

Play as an Amoeba

In Tournament Mode beat the three opponents in your first tournament. Once completed, you will be able to select a shape-shifting amoeba that turns itself into a tennis racket upon impact with the ball.

METAL SLUG: 1ST MISSION



Level Select

Complete the game to unlock the "S-Continue" option that allows any level to be played again.

Play as the Girl

To play as the girl, beat the game. The girl will be available when you start a new game.

Play as the Boss

Finish the game on Very Hard with a Devil class ranking and you can play as the end boss.

Invincibility

On at least normal difficulty complete your ranking to 23/23. After getting the last ranking you will be invincible to all damage except spikes or holes.

KING OF FIGHTERS R2



Shortcut Moves

Select the Extra or Advanced Mode using the OPTION button and you will be able to use short cut moves during game play. You just have to press a directional button with either punch or kick to do difficult moves. Specials can be done by pushing semicircle forward and the punch or kick button, or semicircle backwards and punch or kick.

CARD FIGHTERS CLASH

Search Category Shortcut

Instead of the Search Menu to look up info on your characters in combat press:
 B + Up for Ring Character Status
 B + Left for Your Discards
 B + Right for Enemy Discards
 B + Down for Status

Game Boy Peripherals

The Game Boy has had its share of exciting add-ons released during its lifetime. Here's a look at some of the best peripherals available for this amazing system.



Game Boy Camera

Take pictures of yourself, your friends, and even your dog with this snappy little camera.



Game Boy Pocket Printer

This portable printing device prints out b&w images of games or photos.



GB Pak

Transfer data from the Game Boy to the N64 in games like *Pokémon Stadium* and *Mario Golf*.



Mad Catz Camera Link

Through the parallel port, you can connect your Game Boy Color and camera to your PC.



Infrared Data Port

New on the Game Boy Color, this port lets you play two-player games without a link cable.

Handoff

11 Years of Hardcore Handhelds

It's no accident why the Game Boy has been the number-one-selling handheld. With unparalleled graphics, and hundreds of great games to choose from, Nintendo has produced an amazing system. But we're on the verge of a new age with the release of the Game Boy Advance – what lies ahead for gamers we can only speculate, but we know it's gonna be awesome.

So until next time, let's take a look back at all the cool things the Game Boy inspired.

Game Boy Timeline

1980



Mid 80s: Game and Watch
Nintendo's first palm-size handheld.



1989: Game Boy
The machine that started it all!



1997: Game Boy Pocket
Sleeker with a nicer screen.



1997: Game Boy Pockets Colors
A dressed-up version of the regular Game Boy.



1999: Game Boy Color
Color! It worked for TV.



Winter 2001: Game Boy Advance
The long-awaited successor to the Game Boy Color.



The Next Generation
The future of handhelds?

2000

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Special Thanks to:

Kent and John @ FTC, Daryl and Hugo @ SNK, Cherie @ Konami, Suzanne @ X-Concepts, Paulino @ Spin Master Toys, Reilly @ Geln Harris, Schultz & Yeager for the use of Gray's swirring pad, and Mark, Tim, & Adam @ Future (you guys saved our asses).

Pocket Gamer is produced by Imagine Media Inc., 150 North Hill Drive, Brisbane, CA 94005, USA. Imagine Media also publishes PC Gamer, Next Generation, MacAddict, MaximumPC, PC Accelerator, PSM, Business 2.0, the Official Dreamcast Magazine, and Games Business. Entire contents copyright 2000. Imagine Media Inc. All rights reserved. Reproduction in whole or part is prohibited. Imagine Media Inc. is not affiliated with products covered in Pocket Gamer.

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Produced in the United States of America.



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forget

to eat.



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GET INTO IT.

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